



## Presents an Unofficial Guide to: Unreal Tournament

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# 1 – Controlling the Action

In a game as fast-paced as UT, having handy access to all the vital controls is key to dominating your opponents. Among the vast majority of elite players, two control setups are used: keyboard/mouse and gamepad/mouse.

## Keyboard/Mouse

Keyboard/mouse is the most popular method of control. The keyboard is used for moving forward, backward, strafing left and right, and shooting/jumping, while the mouse is used for aiming, secondary fire, and other miscellaneous controls. One popular setup is: w – forward, s – backward, a – strafe left, d – strafe right, ctrl – primary fire, spacebar – jump, left mouse – secondary fire, right mouse – next weapon.

## Gamepad/Mouse

In my method of choice, the gamepad takes over the role of the keyboard. In my opinion, using a gamepad allows the player to easily access many more controls. I also use a Logitech Mouseman Wheel, giving me three mouse buttons and a wheel to work with. My gamepad is a Microsoft Sidewinder. Here's my setup:

Gamepad D-pad – forward/backward/strafe left/strafe right, button 7 (left index finger) – primary fire, left mouse – secondary fire, right mouse – switch to best weapon, mouse 3 – jump, mousewheel up – translocator, mousewheel down – next weapon.

Of course, these are just suggested control setups. Ultimately, you must choose a setup that is comfortable for you. Experiment, and you'll quickly discover what's best for you.

## 2 - Gametypes

I'll start by going through the different gametypes, discussing the rules, objectives, and strategies for each, progressing from the simpler games to the more advanced ones.

### Tournament Deathmatch

The most well known gametype, deathmatch, consists of a simple kill-or-be-killed fight amongst any number of players. Killing an opponent yields a frag, while killing oneself results in the loss of a frag. Thus frags = kills – suicides. The objective is to kill everyone else, accumulating a set number of frags or maintaining the lead at the end of a timed match. A simple enough objective, but numerous deathmatch strategies exist.

### Move, Dag Nab It!

The single most important thing to do: MOVE! Do not EVER stand still and shoot at people. Yes, it's easier to aim, but you're also easier to hit than the broadside of a barn, and with the weapons in UT, that means you'll be gibbed before you can bring your barrel up to aim.

Try to find a favorite route through a level, and continuously follow the route, seldom stopping for anything other than to pick up ammo or health.

### The Circle-Strafe

The most vital skill a UT player must possess (besides the ability to fire a gun ;-)) is the circle-strafe. A circle-strafe is executed by sidestepping around an opponent while keeping the crosshair aimed right at him/her. Against novice players, the circle-strafe alone will assure victory.

### Jumping

Another popular tactic is to act as if you're permanently attached to a pogo stick. Jump around like a madman, making yourself much harder to hit.

### **The Jumping Circle-Strafe**

Simply combining the first two tactics results in the jumping circle-strafe. Aiming is quite difficult until you get used to jumping around in circles, but you become terribly difficult to hit while executing this maneuver.

### **Impact Jumping**

Although this tactic is rarely used due to the massive amount of damage it deals to the user, impact jumps can be effectively used to reach otherwise unreachable areas. Simply point the hammer at the ground and fire. You'll be catapulted into the air. It's tough to pull off and actually get where you intended to go without killing yourself, but it can be done.

### **Shoot! Never stop shooting!**

Not literally, of course, but almost. If you see an enemy, unless you're dangerously short of ammo, keep shooting at him. A lucky shot still gets you a kill; don't pass up any opportunities.

### **Stay Calm**

Unless you're playing Last Man Standing, don't worry about dying; it's not that big of a deal. Concentrate instead on getting back into the thick of things. Good players don't have any visible reaction to dying; they respawn and continue killing.

### **Team Deathmatch**

The same as regular tournament deathmatch, except players are divided into teams, and the team's total frags are what are used to determine the winning team. The strategies are quite similar to regular deathmatch, with a few common-sense exceptions.

**Don't Fire Like a Madman!**

You have *teammates* in team deathmatch, and they tend to get angry if you shoot them. (Note: friendly fire damage can be turned off, but is set to at least some amount of damage when playing online) Moral? Don't just wander around firing at anything that moves; be sure you're firing at an enemy, and that the splash damage won't harm any of your teammates.

**Control Key Points**

Find key areas in the level quickly, such as that alcove containing a Big Keg O' Health, and guard them with your life. While it's best to keep moving through a level in regular deathmatch, in team deathmatch it can be advantageous to set up keep around powerful pickups.

**Last Man Standing**

Last man standing is a variation on standard deathmatch. Instead of starting with zero frags and playing to some arbitrary number, players start with a set number of lives (and spawn in with all weapons), and the winner is the last person with lives remaining.

**Camping can be a Good Thing**

While camping is generally frowned upon in deathmatch, in last man standing it can be a useful tactic. Letting the other players fight amongst themselves is an easy way to thin out the field, increasing your odds. Camping should never be taken too far, however. Don't just sit in one hiding spot for the entire match unless you want to get flamed by the other players. Be a good sport.

**Domination**

In domination, the goal is simply to control three floating symbols for as long as possible, accumulating one point every five seconds your team controls a

symbol. Games are generally played to between 100 and 200 points. With the focus now off of fragging your opponents, different strategies come to mind.

### **Capture First, Kill Second**

The majority of people I run into in domination matches online focus on killing me, and not on grabbing the control points. Needless to say, these people rarely emerge victorious. Grab the control point, and THEN worry about killing random enemies in the surrounding area. If you just chase someone away from the control point while they still control it, you're allowing them to gain precious points that could have been yours. Observing a game between two teams of veteran domination players, you'll notice the control points switching between teams like mad. These people realize that finishing the match with just a few frags is just peachy if they were able to hold a control point for an extended period of time.

### **Watch the HUD**

The current control point picture will necessitate different strategies. For instance, if your team controls all three points, don't worry about killing people at all; pick a control point, run to it, and guard it. If your team is winning and controls at least two of the three points, just guard one; you're sitting pretty for now. If you only control one of the three points, search out another and grab it. Basically, try to determine whether your team will win with the number of control points currently held. If they will win, just guard a point; if not, go get another.

Domination rewards players well for grabbing points. Not only does your team get a point every five seconds, you do too. Thus at the end of the match it's easy to see who truly dominated the control points; it's tough to get enough points to be the top player without getting a lot of points from control points.

### **Translocate**

One of the keys to successful domination (and CTF) play is the translocator. You can often make shortcuts for yourself, as well as make getting to impossible

places a breeze. This is especially key in domination, as you can grab a control point and hide your disc there, then run around the level, translocating back the moment someone grabs your beacon.

## **Assault**

In assault, players are split up into an offensive and a defensive team. The offensive team is given specific objectives, and must try to accomplish them as quickly as possible, while the defense tries to stop them. Once (if) the offense succeeds, the tables are turned, and the teams switch roles. The former offensive team must now try to stop the former defensive team from succeeding in less time than they took. Assault tactics are very level specific, so this will be a rather short section. More in-depth strategies will be discussed in the section of each level in particular.

### **Teamwork!**

When on offense, never attempt to storm the base by yourself. Bringing teammates in with you dramatically increases the odds that one of you will succeed. Most assault levels are designed so that a single offensive player will almost never be able to get past the defense.

### **Be Willing to be a Martyr**

In most cases, you should not worry about the enemy around you; make a beeline towards the next objective, and don't worry about dying, just focus on getting the objective before you go down.

### **Defend Appropriately**

Defend as a team, and focus on the first objective yet to be achieved by the offense. In other words, don't spread your team throughout the level; figure out where the offense has to go, and bunch up around that point. Most assault

levels lend themselves well to several rocket launchers aimed at a single entry point.

## **Capture the Flag**

CTF is easily the deepest, most strategic gametype ever to grace the screen of an FPS. In order to be successful, teams must play both an offensive and a defensive game, and be able to respond to different situations quickly. Players are divided into two teams, and each team is given a base and a flag. The objective is to take the opposing team's flag back to your base, touching it to your flag. Every flag capture yields one point. Games are generally played to three or five points. In order to score, your flag must be in your base. If the enemy has your flag and you have theirs, neither team can score until one team gets their flag back. Here I'll discuss some general CTF tactics.

### **Divide to Conquer**

At the start of the match, split your team up into an offensive unit and a defensive unit. Just having everyone roam the map looking for the enemy flag will lead to a quick defeat. The defense should find good weapons, a lookout point within your base, and swat down any attempt by the enemy to approach your flag. They should rarely leave the base (we'll discuss when they should leave in a moment). The offense should split up and take separate paths to the enemy base, so as not to bunch up and make easy targets for the opposing defense. Some people like working alone, others find infiltrating the base in pairs to be easier. Whatever your preference, decide early and stick to it.

### **Respond to the situation**

If the enemy takes your flag, the offense should be on the lookout for the opponent trying to flee back to his base, and focus on taking him out. If possible, an offensive player should try to grab the enemy's flag, thus bringing on a stalemate until either he or the enemy with your flag is killed. The defense should leave your base and take after him. If someone on your team grabs the

opposing flag, the rest of the offense should move to provide him cover as he runs back to his base. If *you* grab the flag, forget about your enemies. Run back to your base, jumping all the way, and don't let anything deter you, including enemies. Only attack them if you can get the shots off on the way back to your base; **never** stop to engage them unless you absolutely have to; your odds are much better if you make a beeline for your base than if you keep stopping, allowing more of their team to catch up and shoot at you.

### Use the Orders Menu!

The orders menu (Hold down 'v' to access it) is an invaluable tool for team games. You absolutely **MUST** make use of it to control your team. (At least on a team of bots) I'd also recommend mapping some of the orders to easily accessible controls. For instance, I have two of my gamepad buttons set to call my first two teammates to cover me, and two more set to send them back on offense. This way I can summon them just before I enter the enemy base to grab their flag, and they'll meet me on my way back and take out anyone attempting to trail me.

## 3 – Weapons

Unreal Tournament maintains a remarkable weapon balance. Every weapon has its uses; a good player can kill with any weapon.

**Impact Hammer** – The lowliest weapon in UT, the impact hammer requires no ammo, and is a melee only weapon.

Holding in the primary fire causes the hammer to suck in air, charging up to touch someone, gibbing them instantly. Tapping either the primary or secondary fire results in a weak blast of air shooting forth. Primary damage is <10, secondary results in death if fully charged.



The impact hammer has several less obvious uses. First off, in the hands of a deft player, it can be used to deflect incoming shots. Rockets, razorblades, even the nukes fired from the redeemer can be knocked out of your way with the hammer. Also, the hammer can be fired into the ground, causing the player to fly into the air higher than he or she could normally jump. Beware; this causes a hefty amount of damage.

**Chainsaw** – Another melee only weapon, the chainsaw has two attacks. One, a jab, deals a small amount of damage to an opponent. The second attack, a swiping motion, can be used to quickly decapitate your opponent. Primary damage is 30, secondary is instant decapitation if applied to neck.



**Enforcer** – The enforcer is the bread-and-butter weapon of UT. It is the default weapon, and can be quite powerful. The primary fire deals a decent amount of damage to your enemies, and boasts decent accuracy. If speed is your thing, the secondary fire can be employed to fire much more quickly, at the cost of accuracy. The enforcer does 25 damage per bullet.



Picking up a second enforcer results in a very potent weapon, especially at close range using the secondary fire.

**GES Biorifle** – The biorifle lobbs gobs of radioactive green goo at your enemies. The primary fire lobbs a small amount, while holding in the secondary fire will charge the gun up, heaving a large gob of goo which deals enough damage to gib a normal enemy instantly. Primary fire does 14 damage, secondary is insta-gib.



The biorifle can be used to cover tight passages with goo, setting traps for incoming opponents.

**ASMD Shock Rifle** – The shock rifle is a versatile weapon. The primary fire deals a good amount of damage, instantly hitting even the farthest targets. The secondary fire emits a slower moving ball of energy that does much more damage. Both modes of fire knock the enemy back. The shock rifle can be used to knock enemies off of tall ledges or into lava. Primary fire does 15 damage, secondary is up to 80 depending on where the shot hits.



Firing the secondary shot, then destroying it with the primary fire causes a massive explosion, which will kill a normal enemy instantly. In the hands of a player who can pull this combo shot off effectively, the shock rifle is one of the most powerful weapons in the game.

**Pulse Cannon** – The pulse cannon's primary fire shoots little green balls of energy. The secondary fire acts as a sort of energy sword, which does massive damage but has a limited range. The pulse cannon is one of the best weapons to use in conjunction with the damage amplifier. Regular fire does 30 damage, while the secondary does variable damage.



**The Ripper** – Replacing the razorjack from Unreal, the ripper fires razor blades that bounce off floors and walls as its primary fire. The secondary fire mode shoots exploding razors, which deal more damage. Hitting someone in the head with the primary fire almost always lops their head off. Primary fire does 45 damage, while the secondary does up to fifty.



**Minigun** – The minigun is a powerful machinegun. In its primary fire, it is a



rapid-fire, accurate weapon, much like a souped-up enforcer. Its secondary fire shoots much faster, with a little less accuracy. Use the secondary fire at close to medium range, and use the primary fire only for long-range attacks. The minigun deals 15 damage per bullet.

**Flak Cannon** – My favorite weapon, the flak cannon is a very powerful gun. Its primary fire emits a dispersing load of hot metal flak, which does great damage at close range.



The secondary mode shoots a ball of flak that disperses once it comes in contact with something. Thus the flak cannon is a powerful, effective weapon both at close and long range. Both modes of fire are capable of killing a normal enemy in one shot, but do considerably less damage if the shot is not full on.

**Rocket Launcher** – The rocket launcher's primary fire shoots up to six rockets in spread formation. The secondary fire shoots up to six grenades out, which can be used to shoot around corners and down passageways. Both modes of fire do variable damage, but are capable of killing in one shot.



If you can keep the crosshairs on a relatively close enemy for more than a second, they'll turn red, indicating you have a missile lock. Firing while the crosshairs are red shoots a heat-seeking missile. If you're talented enough to be able to keep the target on the enemy while loading up rockets, you can fire up to six heat seeking missiles at once! Missile locks become much more effective underwater and in low gravity levels.

Also, if you load up rockets, then hold secondary fire while loading, and then release primary fire while still holding secondary fire, the rockets will shoot out in a tight group rather than a spread. You can thus deal a HUGE amount of damage to a small area this way.

**Sniper Rifle** – The sniper rifle's primary fire is a large bullet. The secondary fire causes the screen



to zoom in, allowing pinpoint accuracy even at long distances. Hitting someone in the head with a rifle round almost always results in instant decapitation. Be careful not to zoom in and concentrate on a far-away area unless you're in a secure location. The sniper bullet deals much more damage than the regular bullet.

**The Redeemer** – The mother of all FPS guns, the redeemer is a personal nuclear missile launcher.



The primary fire emits a nuke, while the secondary fire allows you to fly the nuke around the level, seeking out your enemies. Anyone in range of the blast will die. Beware of a few things when using the redeemer: #1 – it does HUGE amounts of damage to a large area; DO NOT aim it anywhere near yourself unless you have a death wish. #2 – while flying the secondary fire around, your body just stands there like a big old target. Hide yourself somewhere safe before firing. #3 – A well-placed shot can take a redeemer shot out of the air.

**The Translocator** – While not a weapon in the traditional sense, the translocator is a powerful tool in both domination and CTF games.



The primary fire tosses a small disc, and the secondary fire teleports the player to the disc. If another player is standing on the disc when someone teleports to it, the other player is 'telefragged,' and the teleporting player gets credit for the kill. Be careful; if your disc is damaged, and you then try to teleport to it, you will die. Also, if you teleport while carrying the flag, you'll drop the flag.

## 4 – Pickups



**Big Keg O' Health** – Gives 100 health, up to a max of 199.



**Biorifle Ammo** – Gives the player 25 ammo to the biorifle.



**Body Armor** – Adds 100 to the player's armor.



**Bullets** – Adds fifty bullets to the player's enforcer/minigun supply.



**Damage Amplifier** – Triples all guns' damage for thirty seconds.



**Flak Cannon Ammo** – Adds 10 ammo to the player's flak cannon supply.



**Health Vial** – Gives the player 5 health, to a maximum of 199.



**Invisibility** – Makes the player almost completely invisible for 45 seconds.

**Jump Boots** – Allows the player to jump to a height several times his/her normal



ability three times per set of boots.



**Med Box** – Gives the player 20 health, to a maximum of 100.



**Pulse Cannon Ammo** – Adds 25 to the player's pulse cannon supply.



**Redeemer / Redeemer Ammo** – Contains one nuclear missile.



**Ripper Ammo** – Gives the player 15 razor blades.



**Rocket Pack** – Adds 12 rockets/grenades to the player's supply.

**Scuba Gear** – Allows the player to breathe underwater for 2 minutes, after which



he/she takes the normal five damage per second.



**Shield Belt** – Adds 150 armor to the player's total. Unlike regular armor, the shield belt takes full damage.



**Shock Core** – Adds 10 to the player's shock rifle ammo.



**Sniper Rifle Ammo** - Adds 10 to the player's sniper rifle ammo.



**Thigh Pads** – Give the player 50 armor.

## 5 – Killing Sprees / Special Occasions

Throughout the course of the game, special events occur. Here is a listing of the events that can happen.

**Killing Spree** – Five kills without dying.

**Rampage** – Ten kills without dying.

**Dominating** – Fifteen kills without dying.

**Unstoppable** – Twenty kills without dying.

**Godlike** – Twenty-five kills without dying.

**First Blood** – Given to the first player to kill someone in each match.

**Head Shot** – Decapitating a person due to a skilled shot to the neck.

**Double / Multi / Ultra / Monster Kills** – When a player kills another player, the deceased player's name appears on the killer's screen for three seconds. If he kills another player before the first victim's name disappears, he gets a double kill; if he kills a third player, he gets a multi kill. For a fourth he gets an ultra kill, and for five he receives a monster kill.

## 6 – Mutators

One of the coolest features of UT is its support for mutators, little code tweaks that change an aspect of game play. Mutators can do anything from change the type of pickups found on a level to change the whole object of playing. The neat part about mutators is that you can mix and match them as you choose; you don't have to pick just one. You can find the third-party mutators discussed here, as well as new and very cool mutators to download at ModCentral (See the links section). In this section I'll detail some of the more popular mutators.

**Chainsaw Melee** – Replaces your impact hammer melee weapon with the chainsaw.

**Fatboy** – Causes players to get a little bit fatter with every kill, and a little bit skinnier with every death. Fatboy makes it really easy to tell who's winning and

who's getting slaughtered in a match, and it helps even out the spread, as the more kills a player gets, the easier a target he becomes.

**Flak/Pulse/Rocket/Shock/Sniper Arena** – The Arena mutators make only one weapon available, and change all ammo on a level to ammo of the type of the selected weapon. For example the Flak Arena mutator allows only flak cannons and flak shells.

**InstaGib** – The most popular mutator online, InstaGib takes away all weapons and ammo on a level and gives each player a modified shock rifle that only has a primary fire, and causes a player to gib instantly if shot. InstaGib matches are fast, frantic, and a heck of a lot of fun.

**Instant Rockets** – Simply causes the rocket launcher to fire rockets singly when primary fire is held down instead of loading up multiple ordinances.

**Jumbo Pickups** – A hilarious mutator, Jumbo Pickups causes all items on the ground to be much larger than normal.

**Jumpmatch** – Allows players to jump as if they were wearing permanent jump boots.

**Low Gravity** – Drastically lowers the gravity in a level, allowing higher, slower jumps. Combining the Jumpmatch and Low Gravity mutators makes for a ridiculous game.

**NIUT** – NIUT causes every player to have the same weapon, and makes all ammo on the level ammo of that weapon's type. Every so often, you'll hear a bell, and then everyone's weapon (and the level's ammo) will change to a new type. This mutator also periodically hands out damage amps, jump boots, and invisibility to players. The game goes nuts when players suddenly receive redeemers!

**No Powerups** – Causes all powerups (damage amps, invisibility, etc) to be removed from the level.

**No Redeemer** – Removes the redeemer from play.

**Soul Harvest** – A very cool mutator, Soul Harvest changes the game dramatically. You no longer get points for killing players – after they die, their soul will begin to rise from their body. The player must then run up and touch the

soul to 'harvest' it, and get credit for the kill. This is a good mutator to invoke if you're having a problem with campers or hidden snipers, as players must come out of hiding in order to earn any points.

**Stealth** – Gives everyone invisibility for the duration of the match.

## 7 – Maps

This section details the basic structure of each map included with the game, as well as tactics applicable to each map in particular. I've included a few excellent third-party maps, as well as the first map pack released by Digital Extremes. Look for many more great maps to be released by the time you read this. When exploring the maps with this guide, I recommend starting a practice session with no bots. This will allow you to take your time exploring without having to worry about fighting. I tried to point out all the important items and secrets, but I'm sure to have missed a few; if anyone finds any, email me!

### Deathmatch / Team Deathmatch / Last Man Standing Maps

On popular maps you'll find complete details as to what's contained in the level, while for larger or less played maps I've listed only items I feel to be of vital importance to succeeding on the map.

#### Small Maps

DM – **Anubis** – An excellent third-party map, Anubis is set in a small Egyptian building. Beginning in the room shown to the right, you can see body armor, med boxes, ammo for the biorifle, and a flak cannon. Descend the stairs in front of you and turn left. Here you'll find the biorifle. Continue through the passageway and descend the stairs at the end. Forward and to your left are some jump boots. Descend the stairs in this room

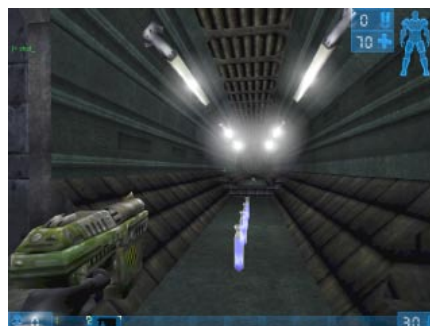


as well, grab the pulse cannon, and turn right. Down the first hall on your left are some med boxes, ammo, and a shield belt. Continue over the bridge, and grab the rocket launcher. Don't jump into the water, as it'll kill you pretty quick. Walk down the bridge with the health vials and grab the sniper rifle. Walk up the stairs, and note the invisibility powerup under the next set of stairs. Walk up that set of stairs and grab the ripper. The warp at the end takes you to an explored territory, so just walk back down the stairs. Walking out either of the doors on this level takes you back to the beginning room.

DM – **Brutality**[- This is a nice little level well-suited to one on one matches. After starting off, touch the jump pad located on the wall in the center of the ground level (pictured at right), and grab the rocket launcher located on the second level. While up here, go forward, then make two quick lefts and grab the body armor. Once you're loaded up, return to the ground level and continually circle around. (There's ammo for your rocket launcher, as well as a pair of jump boots)



DM – **Fetid** – Take the elevator located directly inside either Section 1 or Section 3 to get to a small area (right) with jump boots and some health vials. There's a flak cannon and a minigun adjacent to the bottom level of each elevator. Other items of note on this level are a big keg o' health, a shield belt, a rocket launcher, and a ripper.



DM – **Fractal** – Fractal just may be the best one on one level in UT. Reminiscent of a smaller Morbus from Unreal 1, Fractal is a small rocket



arena. Begin by taking the shield belt from the center area of the ground level. Then take one of the two elevators up to the second level, and run around the outer edge, grabbing a rocket launcher and some ammo. (There's some health up here too, if you need it) Beware of the platform the shield belt is sitting on – shooting any of the yellow symbols around its outer edge will cause the floor to drop out, transporting the player to the top of the level and dropping him/her into the deadly lasers. Also located on the ground level is an ASMD shock rifle and some ammo.

DM – **Meldrak**[- Meldrak is a great third-party deathmatch map for small fragfests of 2-6 participants. We'll begin at the rocket launcher on the ground level (right). Walking around this area you'll find a lot of health and ammo, along with a suit of body armor and many ways up to the next level. Take the elevator back and to the right of the body armor to the next level up. In front of you (and slightly to the left) you'll find a big keg o' health, and to your left you'll see a flak cannon. Grab the cannon and keep going. Walk forward until you see a walkway to your right with a shield belt. If you were to keep walking forward you'd come to a shock rifle and a ramp back down to the first level, but we'll go grab the belt and keep walking. Around the pillar at the end is a ripper. Grab it and descend down the ramp back to the ground level. You'll see a biorifle to your right. Grab it and turn left, follow the path and take another left before the rocket launcher. Keep walking until you go under a large archway, then turn left and ascend the elevator up to the third level. Here you'll find a sniper rifle with lots of ammo, along with a good place to snipe (as seen in the screenshot above).



DM – **Morbias**[- Morbias was an online favorite in Unreal, and it's not hard to see why. Like

Fractal, Morbias is a rocket arena with two levels, and two facing elevators on opposing ends of the level. Morbias is a bit bigger than Fractal, and thus is suited for a few more players – four to six is a good number. In Unreal, Morbias contained only rocket launchers and their ammo. The new Morbias 2 now contains a redeemer located in the center of the ground level. Be careful when firing this behemoth on such a small level; it's easy to accidentally kill yourself.

DM – **Morpheus** – Morpheus was the most popular map from the UT demo, and it's a blast to play. Consisting of three multi-mile high skyscrapers along with a small center area, Morpheus boasts very low gravity and huge leaps across buildings. Each tower contains a powerup (or redeemer) at its peak, a weapon on its roof, and another weapon inside. The center area has a rocket launcher and a jump pad, useful for flying back up to the roofs. A key to becoming a master of this level is memorizing what items lay on and in each building. The tallest skyscraper houses a ripper inside, along with a rocket launcher on the roof and a redeemer on the tower. The middle building contains a sniper rifle inside, an ASMD shock rifle on the roof, and an invisibility powerup on the tower. The smallest building has a pulse cannon inside, a minigun on top, and body armor on the tower. Each building also has a ramp from the inner section to the second level (just below the roof), and there are four med boxes in each of these areas. Once you've memorized which weapons are where, pick a route around the level and continuously follow it. Standing still on Morpheus is a sure way to die, as there aren't many places in which to hide.



DM – **Oblivion** – The first map in the tournament, Oblivion is a one on one or three player map situated inside a small spacecraft. Starting at the head of the ship, there's a shock



rifle with ammo. Heading towards the rear of the craft, you'll come across two med boxes. Continuing back, there's a cargo area with two more med boxes and a flak cannon with ammo. (Pictured at right) From the perspective in the picture, the ramp to the right takes you past a rocket launcher and back to the head of the ship. The left ramp contains ammo for the rocket launcher. My favorite route through Oblivion sees me grab the rocket launcher, flak cannon, and ammo quickly, then lounge around in the cargo area waiting for my enemy to appear. The boxes give good cover, and the area is small enough where both the cannon and the launcher are quite deadly.

DM – **Pyramid** – Pyramid is a unique map. Best for around 6-8 players, Pyramid is a series of four sequentially smaller platforms capped off by a conical cap. An antigravity section in the center of each section joins the platforms. Players can freely jump between platforms.



Falling off the edge of the platform, however, results in a full-gravity fall to your death. The bottommost area contains a rocket launcher and a biorifle, along with four med boxes. Carefully jumping out the antigravity area at the bottom of the level can net the player a damage amp. Beware that going just a tad bit too far down will see you falling to your death. The second level houses both a pulse and flak cannon. The third contains a ripper and shock rifle, while the topmost platform contains nothing but a good area to snipe at rival players. In a level such as Pyramid, with only one way to get from point A to point B, there isn't too much strategy involved; grab a gun and just concentrate on staying alive!

DM – **Stalwart** – Stalwart consists of two garage areas joined by a center room. Stalwart is a great map for two to three players, and to top it all off it's got one of the coolest musical tracks in UT. Starting in the garage with the file cabinet



(right), you'll find flak cannon ammo to your left both in front and behind you, along with a flak cannon hidden behind the crates behind you and to your left. The suit of body armor can be reached with a well-placed impact jump. Heading straight backwards from the perspective shown in the picture, you'll find a shock rifle, and then the second garage. In this garage you'll find a pulse cannon and a med box (hidden in the corner behind a crate) In the other area of the level, you'll find several health vials, some flak cannon and shock rifle ammo, and thigh pads. A good strategy for Stalwart is to grab a decent weapon and keep circling the level. You'll find abundant health, armor, and ammo pickups this way, and keep your enemy guessing where you're at, too.

### Medium Sized Maps

Now that we've progressed to larger maps, I'm no longer going to list every available item on every level. Instead I'll concentrate on the most important items, along with tactics for winning in each level.

DM – **Codex** – Codex is a neat little level, best for 4-8 players. Starting at the top of the level, you'll find a rocket launcher and ammo. On the vertically centered section there's a wooden walkway with a shield belt on it (right), as well as a biorifle, ripper, sniper rifle, and flak cannon



spread out in this area. Shooting the pillar next to the sniper rifle will expose a hidden invisibility powerup. Progressing further downward, there's a suit of body armor, a shock rifle, a pulse cannon, and a minigun. My preferred route through this level is to grab the flak cannon or rocket launcher and shield belt, and just keep running around from top to bottom, then taking an elevator back up to the top to replenish my rocket ammo. Experiment for yourself on Codex, as all of UT's weapons are located in this level somewhere (except the redeemer), so my favorite route may not be yours. If you haven't yet realized it, I tend to heavily favor the launcher and flak cannon.

DM – **Curse**[- Curse is another favorite brought over from Unreal 1. My all-time favorite deathmatch level, Curse is well balanced, and hides a few secrets. Notable items are an ASMD shock rifle and some health on the top level, a pulse cannon and ripper on the bottom, and a sniper rifle, a biorifle, a flak cannon, a rocket launcher, and



body armor in the middle. Some not-so-obvious items are: shooting this wall yields a hidden damage amplifier (right), and stepping through the wall at the end of this walkway (left) will net you a shield belt.

Key to winning on Curse is movement. Curse is a circular level, so keep running around the level picking up ammo and health and picking off opponents. The ripper can be invaluable in the lower corridors; by bouncing the blades off the walls you can create a decapitating corridor – just be sure you don't inadvertently lop off your own head!

DM – **Deck16**[- Another Unreal 1 favorite, Deck 16 is a larger level suited for comfortable fragging of up to 12 players. Notable items include a sniper rifle, biorifle, and thigh pads up top, a pulse cannon, shock rifle, two flak cannons, a ripper, minigun, sniper rifle, and rocket launcher in the middle, and another rocket launcher and shock rifle along with body armor and jump boots on the bottom. Taking the warp at the back end of the bottom level (near the rocket launcher) will teleport you to the redeemer. The area housing the sniper rifle is, incidentally, a great place to snipe bickering players.



DM – **Grinder** – While Grinder is a larger map than those listed under 'Small Maps,' it is best suited to a smaller fragfest of two to six players.



The ground level hosts a flak cannon, rocket launcher, ripper, and body armor, the middle area holds a minigun and thigh pads, and the top boasts a biorifle, pulse cannon, shock rifle, and damage amplifier. As always, the best strategy is simply to keep moving at all times.

DM – **HyperBlast** – HyperBlast is the level that your final match with Xan will take place on. The map consists of a rapidly moving spaceship with no windows! Players are free to jump out of the ship and walk around on its hull. While a bit unrealistic, the map is a blast (hehe) to play.



The outer hull of the ship holds some health, a rocket launcher, and a shock rifle. Just inside the front of the ship lies an invisibility powerup. Taking the ramp at either side down and continuing forward takes us to an arcing passageway containing many health vials and a shield belt (right). Leaving the passageway, we have a pulse cannon to our side along with two areas, one containing a ripper, the other a minigun. A small passageway with a suit of body armor joins these two areas. Taking the warp at the back of either of these areas teleports you to the other area, while the ramp downwards takes you to the lower cargo area, containing a biorifle and flak cannon. Two things are key to dominating on this map: controlling the passageway with the health vials and shield belt, and grabbing the invisibility more often than your opponent(s). Hiding, invisible, in the health passageway wielding a rocket launcher is a good way to take your enemies out before they even know you're there.

DM – **KGalleon** – Koos Galleon is an excellent map, played on a large pirate ship. The level is good for 4-12 players, with an ideal load of about eight. Starting at the fore of the ship, there's an invisibility sitting on the front ledge. Continuing back along the top of the ship, you'll encounter a



warp which takes you inside the rear of the ship, a shock rifle, some health vials, jump boots, a big keg o' health, and a rocket launcher, in that order. Directly under the part of the ship with the rocket launcher is a room with body armor, some ammo, and another warp, this one taking you to top inside level of the ship. The bottom level of the ship holds a minigun, 2 more pairs of jump boots, a damage amp, a flak cannon, and a pulse cannon. Taking the elevator at either end up, you'll arrive at the middle level of the ship, which contains a biorifle,



health vials, MORE jump boots, a ripper, and miscellaneous ammo. Also hidden on the bottom level is a shield belt, which has been dropped into a bucket of water (left). In case you hadn't noticed, this level has a LOT of jump boots, and accordingly, grabbing a pair is vital to succeeding

here. While it's possible to do well without them, the ability to fly through the air makes navigating the different levels of the ship a breeze, as well as grabbing the damage amp located on a crate too high to jump without boots.

DM – **Liandri** – Now *this* is a fun deathmatch level. Made for up to 14 players, Liandri brings great action and a rockin' beat to the table. Starting in the center area, we have a lot of health on the ground, a rocket launcher on the top of the center pole, a shock rifle below the launcher, and several ledges running around the outer edge, containing health vials, a biorifle, and a pulse cannon. Proceeding out either ground-level door, we have a flak cannon, body armor, and a warp that takes us up to one of the center area ledges. The warp on the lowest ledge takes us to an area with a shield belt, med boxes, a minigun, and an exit back to the top ledge of the center area. The door on the second-highest ledge takes us to a rocket launcher and stairs leading to health vials and a sniper rifle. Up another ramp we have a redeemer. Keep moving, and find your favorite route through this excellent level.



DM – **Peak** – Peak is yet another beautiful medium-sized map. Starting in the courtyard, we have a pulse cannon, a biorifle, and a big keg o' health. Gathering up the jump boots (found on one of the outer ramps circling the level), move back up near the top of the level, and jump onto the roof of the fortress. You'll find a damage amplifier. Every weapon in UT can



be found somewhere on this level, along with tons of powerups. One tactic I've found particularly devastating is to stand in the small room with the shield belt and shock rifle (left), and rain combo shots out the door. This area tends to be highly trafficked, and thus a monster

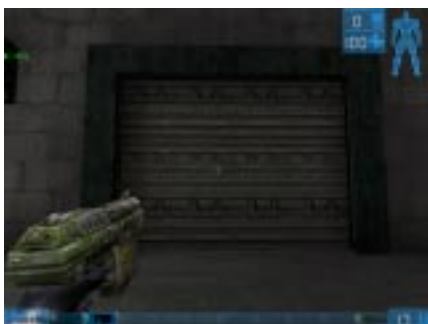
kill with the shock rifle in a crowded game is not unheard of (in fact it's almost easy).

DM – **Pressure** – Pressure is a great map for games of around 4-12 players. Central to the level is a small pressure chamber filled with a shield belt, rocket launcher, and damage amp. There's a danger to walking in and grabbing these though, as there is a button to either side



of the chamber that locks the door and pressure-cooks anyone caught inside, giving credit for the kill to whomever pressed the button. I'd advise against walking into the chamber while others are nearby. On top of the chamber are several med boxes. Other items gracing this level are the shock rifle, health vials, and a suit of body armor (on top of a crate). Standing on the top level and tossing shock rifle combos down at other players is a nasty way to increase your spread.

DM – **StalwartXL** – This map is Stalwart's big brother. Almost identical to Stalwart architecturally only larger, XL is good for about double the 2-3 players Stalwart could handle. This map is fairly straightforward, so I'll just list the items found and leave out their locations.



XL houses an ASMD shock rifle, a pulse cannon, a minigun, a flak cannon, a rocket launcher, a sniper rifle, a damage amplifier, and a hidden redeemer. Walk through this door (left) to access the nuke. As in Stalwart, continuously circle the map looking for enemies-- there are no good places for sniping or hiding out.

DM – **Turbine** – Turbine is a masterful deathmatch level for about 6-8 players. This is one of the most popular deathmatch levels online, so I'll give detailed locations of everything here. (Before we start, note that there's an obscure section at the top of this section,



containing some ammo and an invisibility powerup. You can reach this area by going up this ramp, then jumping onto the lights and into the top alcove.) Starting from the location up the ramp from the perspective shown to the right, we have a



minigun, health, and body armor. Dropping down the hole behind the armor, and leaving through the door past the flak cannon ammo, you'll see health vials in the area to your right. Take the elevator here and you'll come out next to a rocket launcher. Continue past the launcher and turn left. You'll see thigh pads and some health. Grab the pads and continue on, turning right. You'll now see a biorifle and, further on, a flak cannon. To the right

of the flak cannon you'll see a damage amp perched atop a crate. Jumping onto the ceiling supports, then jumping on the crate can reach this amplifier. Continue past the damage amp, and you'll find a sniper rifle to your left. Turn right and go down the ramp, then take another right, and grab the shock rifle. Go through the water, up the stairs, and straight onward. Turn right, and then go up the stairs to your left. You'll find a ripper with some ammo. Shoot the middle door on this ledge to find flak cannon ammo along with a shield belt (left). When playing Turbine, always keep moving, circling the level and picking up ammo and health.

## Large Maps

DM – **Barricade** – Orion's Barricade is another great DM map for mid-sized games of 6-12 players. Beginning at the center of the top of the castle wall, you'll find a rocket launcher and some jump boots. Continue along the wall to the right tower, and you'll see a biorifle. The left tower hides a ripper. Go back to where you got the rocket launcher and use the jump boots to jump to the far, smaller center tower. On top of this tower is a redeemer. Drop down to the castle wall's entrance under where you first got that rocket launcher. Exit the castle and walk around the outer wall to the left. You'll find ammo, health vials, and a flak cannon. Keep walking and you'll find a shock rifle. Shortly thereafter, you'll find yourself back at the main entrance. Just inside the entrance there's a pulse cannon. Walk back into the entryway, and go down the corridor to the right. You'll pass some health, and then come to an elevator. Take the elevator up, and you'll find a shield belt, some health vials, and sniper rifle ammo. Walk out towards the red carpet, and continue straight on to the next elevator. On top of this one you'll see a suit of body armor and med box. Drop back down, and walk up the red carpet to the elevator. Take it up, and you'll see jump boots and a sniper rifle. Drop back down the elevator, and walk down the red carpet to the end. There are more jump boots to your left and health vials to the right. Through the door to your right you'll see a rocket



launcher. Go back to the bottom of the red carpet, and walk through the door straight ahead. Follow the passageway, and pick up the flak cannon. Continue up the passageway, and there'll be a suit of body armor to your left. Follow the passage to the right, and drop down into the center area. There's yet another pair of jump boots, along with a big keg o' health. Up the stairs on the keg o' health side of the room there's a ripper. Walk through the door opposite the kegger: to your left there's an invisibility powerup, and to the right there's a minigun. That's about it for this level. It's a big one, but it's loads of fun online.

DM – **Conveyor** – This is one big map. As such, I'll just give an overview of the important locations. First off, the top level contains a suit of body armor, a flak cannon, and a sniper rifle. Next, on one end of the bottom level there's a large vat of molten metal with a damage amp on top (right). To one side of the vat lies a set of thigh pads, and in the control room on the other side there's a minigun and some health vials. Grab them, then head out the door behind the control room. Go up the stairs and note the big keg o'



health suspended above the stairs. Walk around and grab it. Next, take the conveyor belt up until you can't get any farther (where the green mist begins). Get off to the right, and walk to the right. Climb up the machinery and grab the redeemer lying on top (left). Other items of note on this

level include every gun, tons of ammo, and health vials / med boxes.

DM – **Gothic** – Another of my favorite deathmatch levels, Gothic is big enough to support a dozen or so players comfortably, yet small enough to make a 4-5 player game still enjoyable. Since this map is so popular online,



I'll give fairly detailed information. Starting at the end of the hall containing the redeemer (right), head straight out the main entrance. As soon as you go up the stairs, turn around and climb the second set of stairs and grab the rocket



launcher. Take the warp, and grab the sniper rifle, body armor, and walk ahead and take the biorifle. Walk back through the warp, and descend back down the stairs and continue in your original direction. Continue down the next set of stairs, and note the minigun on your left.

Continue straight ahead, and you'll come to an area with thigh pads and a warp (left). Again, don't worry about the warp for now. Take the ramp up to the left of the thigh pads, and you'll find the ripper. Take a left at the ripper (so you're heading back in the direction of the redeemer), walk through the archway and take another left. Here's a shock rifle. Take a right at the rifle, then a quick left at the med boxes. When you hit the wall, look to your right and note the shield belt. Continuing past the belt would just take you to an area we've already explored, so we won't bother. Go back past the med boxes, to the shock rifle, and turn right. This will lead you to a pulse cannon at the top of the ramp on the right in the above picture. Don't go down the ramp. Instead, continue past the pulse cannon and up the ramp, picking up the health



vials as you go. When you get to the other side, you'll see that you're right back at the ripper. Descend the ramp to your left and enter the warp behind the thigh pads. Here you'll see a flak cannon and a big keg o' health (right). From the perspective in the picture, go through the door to the right of the warp and follow the passageway down and around. Here you'll find another ASMD shock rifle, some med boxes, and another warp. Walk through the warp and climb the stairs. You'll see two med boxes on the stairs, and some health vials and a damage amp at the top. Walk forward past the damage amp and climb the wide set of stairs. Here you'll find miscellaneous ammo and some more health vials.

Continue on through the doorway on the left-hand side. There's a flak cannon and some more med boxes. Continue through the next doorway and you'll see abundant health vials. Take a left before the vials, and walk to the minigun. Continue past it and turn right, and you'll find yourself back in the room with the redeemer. Congratulations; you've just explored all of Gothic!

DM – **Phobos** – Phobos Moon is another excellent map to which I'll devote a lot of attention. We'll begin from the central position shown in the picture to the right. From here, go up the stairs to the left, noting the rocket launcher.



Continue following the passageway down and around, and you'll see a biorifle. Through the doorway to your left is the location from which we began. To the right of the doorway is a panel that will



open when shot (left), revealing jump boots and an invisibility powerup. Continue ahead and take the elevator up. Note the stairway on your right, but don't take it yet. Instead, continue ahead. Following the passageway around, you'll come to a minigun. Turn right, and take the stairs down

past the health vials, to the ripper. To your right you'll see the final entrance to our starting location. Backtrack past the ripper and back up the stairs, this time proceeding all the way to the second set of health vials. Turn left. Here you'll see a shock rifle and an elevator up. Take the elevator, and you'll see another ripper and some health vials. Walk around the top of the station, starting on the side with the health vials. Looking down into the base, note the body armor in the alcove. Continue all the way to the back of the station, and you'll see a redeemer sitting on the back ledge. Circle around to the side of the station, and note the shield belt sitting on the ledge.



Continue circling around until you return to the elevator shaft, and drop back down. Walk past the shock rifle and continue around until you get to the location shown to the right. To your left is a stairway back down (the same one I told you to ignore earlier). Walk through the doorway to your right, and grab the flak cannon, jump boots, health vials, and thigh pads. Walk back through the doorway, press the button on the wall, and step onto the lift. Up here you'll find a sniper rifle in prime sniping position. Ride the lift back down, and drop back into the center area. You're through with this map.

DM – **Tempest** – Another popular large map, I'll walk you through this level as well. We'll begin at the area shown to the right. Grab the pulse cannon and head right. Grab the ammo, continue up the ramp, and walk up the stairs and grab the sniper rifle. Turn around and head



directly past the health vials, turning right at the corner. Walk forward, and grab the minigun to your left. Continue along the walkway as it curves right, and grab the health vials. Stop just past the vials, and note the ripper to your left. Turn right and follow the passageway. Continue straight through past the ammo, and turn left. Climb the ramp, grabbing the pulse cannon on the way up. At the top



you'll see a minigun to your left, and more ramp to the right. Continue climbing the ramp, until you get to the shield belt at the top (left). Descend all the way back down the ramp, turn left, and head down the next ramp. Grab the ammo and thigh pads and continue on. Pick up the biorifle, and exit the end of the walkway.

Make a 180 degree turn out of the walkway, and walk forward, noting the elevator which would take you up, but don't take it. Instead, take either of the other two exits to this area, noting the ripper along one wall. Climb the stairs, and pull another 180, climbing the ramp to grab the shock rifle. We've already

explored the areas to both sides of the rifle, so go back as if you had just climbed the stairs again. Walk through the hole straight ahead, and turn right. Note the body armor, med boxes, and ammo. From the med box hole, walk straight back up and out, and continue until you get to the elevator. Don't take it, as we've already explored the area it goes to. Instead, turn around and then turn right. Note the ammo, jump boots, and med boxes to your right. Continue forward, and note the shock rifle to your right. Don't take this elevator either, as we've already been there too. Continuing on, you'll find the area we began at. Another one down!

DM – **UrbanArena**][- Urban Arena is a wonderful third-party map set in a worn-down section of a big city. It's large, and I'm going to give detailed specs here too. We'll start on the main street in the position shown to the right. Grab the big keg o' health and continue forward, descending the

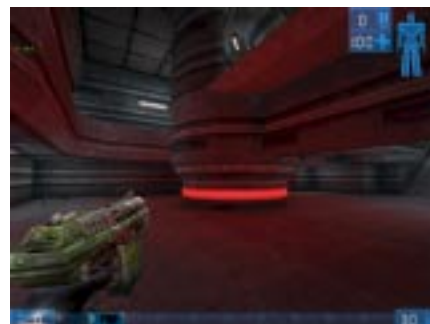


ramp into the subway. Grab the flak cannon, and continue to the end of the hall, then turn right. Walk through the doorway and continue on down to the subway. Grab the minigun, turn right, and go grab the thigh pads. Go through the hole to the left of the thigh pads, and pick up the ripper. Turn right and note the location of the damage amplifier. Turn left and you'll see a biorifle in the dead end. Continue instead in the direction opposite the biorifle, and then turn left. Walk down the corridor and turn right. (Ignore the warp for now) Continue to the end of the passageway and climb the ladder. Pick up the rocket launcher and walk back onto the street. Note that you're right back to the left of where you started, and originally you went right down into the subway. You've made a big circle of the lower level. After exiting the area with the launcher, continue straight across the street to the small alleyway with posters for The Matrix. At the end of the alley you'll find a shock rifle. Turn left before the

rifle and walk up the stairs (Note that walking *down* the stairs would bring you back into the subway near the flak cannon). Pick up the ammo and return to the Matrix posters. Walk to the back of the alley and turn right. There's a suit of body armor to your right. Step onto the lift to your left, then jump onto the ledge on the side of the building to your right. Carefully step around the building (moving left while facing the building is easiest) until you come to the ramp leading to the redeemer sitting on top of the roof of the adjacent building (left). Carefully drop back down to the lift and continue on, turning right. Don't bother climbing the stairs, as there's just biorifle ammo up there. Instead, walk through the gate to your left (under the stairs). Grab the flak cannon, and continue forward. Don't drop down the hole, as it'll just take you back to the ripper in the subway. Keep walking and turn left, taking another left at the fiery garbage can. Has anyone else realized how deeply Kevin and Katie must love each other? Their graffiti is all over the friggin' level (right)! Get a room already! But I digress. The first doorway on the right leads back to the main street. Don't go there yet. Instead, climb the ramp and pick up the sniper rifle on top. Walk back down, and continue forward. Turn right at the wall and grab the shield belt. The warp at the end will take you back to the underground warp I told you to ignore earlier. Ignore it now too, and keep walking down the alley. Keep walking and note the minigun on your left. You're now back to the fourth corner of the main street. Congratulations, you've just toured Urban Arena.



DM – **Zeto** – This chilly map isn't nearly as large as the past few we've explored. We'll start from the central area shown to the right. There are some bullets behind you, and a shock rifle in front and to your left. Proceed up the ramp to your right, and note the ripper. Continue on, and



walk along the right ledge, passing the med boxes and walking through the door. Walk around to the left, pass a minigun, and pick up the flak cannon. This path would bring you right back to the ripper, so backtrack back to the door you just came through and continue into the unexplored area. Continue along this path, pass a second ripper, and walk through the next door. Immediately past the door you'll see shock rifle ammo to your left, and a pipe to your right. Hidden behind the pipe is a rocket launcher and ammo (left). Grab the launcher and hop back



up to the ledge. Continue forward, and you'll come to a ramp leading to a pulse cannon and med box. Grab the cannon and walk back up the ramp, this time taking the left path. Continue down the ramp, and follow it around, past the body armor. Follow the other passageway past

the shock rifle and continue to the left. You'll see some med boxes. Follow the path to the right, taking you around a 180-degree turn and through a door. To your left you'll find a flak cannon and med box. The elevator just takes you to already explored territory, so ignore it and go back out the door. Continue forward and past the rocket launcher, walking through the door. You'll pass a pulse cannon and be back in the room we started in. Zeto is now explored.

## Domination Maps

For each domination map, I'll point out the locations of each control point, as well as important powerups and weapons placed throughout the level. I'll also give suggestions of how to attack or defend each control point.

DOM – **Cinder** – Cinder is a tough domination map in that its three control points are relatively close together, and two of them are extremely difficult to defend. The three control points are named Top, Lava, and Nook. We'll start from





the perspective shown in the picture to the right, the Lava control point. The most effective defense location I've found to defend this control point is from on top of the ceiling bars shown near the top left corner of the picture. Up there you'll not only have a great view of each entrance

to the area, but you'll also find some health vials and a shield belt. When attacking this point, always check the bars for defenders before making a mad dash for the control point. Exiting through the doorway to the top right of the picture, you'll pass some health vials and a biorifle. Turn right after the biorifle, then make a quick left and descend the stairs. At the bottom, walk through the doorway in front and to the left of you. This will bring you to the Nook control point (left). Many people attempt to defend this point by simply standing in the corner behind the beacon, but this is obviously flawed thinking, as a quick rocket spread fired at the beacon immediately after arriving will eliminate any threat they may pose (I recommend always loading up some rockets before attempting to grab this beacon, due simply to the fact that the overwhelming majority of players and bots just stand at the beacon to defend). A better plan of defense is to stay about as far away as the



player in the picture and continuously circle the beacon. This way you'll likely see attackers before they see you, allowing you to fire the first shot. Walking through the opening in the left side of the picture, you'll pass a suit of body armor and a minigun near the crates on the left. Walk up the ramp, follow the passage around, and you'll end up back at the Lava control point. Upon arrival back at the Lava room, exit to your left and continue on. Walk up the stairs to the right of the pulse cannon, and take the elevator up. Walk past the body armor, and then turn right. You're now at the Top control point (right). Up here you'll find ammo, med boxes, and behind the beacon a little way you'll see some thigh pads. From the perspective in the picture, if you turn to the left about 45 degrees, you'll see a

big keg o' health hidden just under the floor. A skillful translocation will make it yours. When defending this area (an admittedly difficult task), stand in the corner above the keg o' health. From this vantage point you'll be able to see every approach to the control point, keeping opponents from sneaking up on you. Drop down into the center area past the end of the stairs shown in the picture; note the appearance of this area, as this should be your staging point for attacks to the top beacon. Practice aiming the translocator so you can toss it directly onto the beacon from here. Attacking this way will give you a jump on any defenders, and give you possession of the beacon at the beginning of the shootout rather than at the end. As you can see, this is an attacker's map. None of the control points have great defensive points. As such, you should concentrate on grabbing any beacons you don't control, as opposed to defending those you do control. Good luck.

DOM – **Condemned** – Condemned is the smallest domination map, and playing with anything more than the recommended six players will result in chaos. To emphasize the diminutive style of this map, begin on the rooftop, as shown in the picture to the right.



Turn to your left and look off the edge of the roof, and you'll see the Arturo's beacon. Turn to your right and look off the opposing edge, and you'll find the Garage control point. While here, look in the window of the building to your left, and note the big keg o' health. With a little translocator use, you can easily get from any control point to any other in a matter of about three to four seconds. (!)



The rooftop beacon doesn't lend itself to any real plan of attack or defense, since defenders are equally likely to be anywhere on the roof; there's no spot more advantageous than any other. Attackers can come from any direction, as it's easy to throw a translocator disc up from any

side of the building, and there are also two ways to climb up... Items on the roof include a shock rifle and two med boxes (with two more halfway down the stairs on the roof). Drop down to Arturo's (left), but quickly note the shield belt on top of the crate in front of the beacon first. To defend this beacon, translocate to the ledge circling the beacon and stand up there. Once situated there, toss your disc next to the shield belt's spawning point and switch back to your weapon. This will allow you to defend, and quickly grab a ton of health should it become necessary. When attacking this control point from the rooftop, drop your translocator disc on the beacon and teleport in so defenders don't get potshots at you as you approach. Drop back off the ledge, and exit to the left. Continue along, and note the biorifle and ramp up to the rooftop. Continue on to the Garage beacon (right). On one side of the beacon you'll see a med box, and on the other you'll find another shock rifle. Standing at the beacon and looking out, you'll see a pair of jump boots. These can be quite handy when you need to quickly get to the rooftop. To defend this point, grab the jump boots and hop up to the ledge surrounding the area. Stand in the corner, and you become more difficult to spot to any player not specifically looking there. My plan of attack is identical to that of the Arturo's point; begin at the rooftop, toss your disc down to the beacon, and grab it before the defense has a chance to react. Exit out the left side of this area, and you'll come to a minigun. To your right while standing next to the minigun you'll find a rocket launcher and the stairs up to the rooftop. That covers this level.



DOM – **Cryptic** – This map is quite a bit larger than Condemned, but it allows almost as quick access to its control points to a player who knows the level well. We'll begin at the Daemonhead control point (right). Through the door in the left of the picture, you'll find a med



box, a suit of body armor, and a one-way warp over to the Gargoyle beacon. When defending the Daemonhead beacon, stand behind it, near the doorway to the warp. From here you'll have a good view of approaching attackers on the



ground level, as well as a split second of time to react to players coming off the top ledge to your left. Take the warp now (you'll find some med boxes and a health vial at the exit), and walk to the Gargoyle location shown in the picture to the left. Under the ramp shown in the picture, you'll

find a flak cannon. Walk up the ramp. You'll see a second ramp containing a set of thigh pads. Continue along the ledge, and you'll come to another ramp, this one containing a shield belt. Continuing along, you'll come to a third ramp, this one with a rocket launcher on top and a med box beneath. When defending the Gargoyle control point, grab the rocket launcher and shield belt and roam along the ledge, keeping the beacon in view. Attackers should come through the warp, not the door, as this entry leaves you right by the beacon rather than making a long mad dash under fire for it. On the floor beneath the ramp with the rocket launcher you'll find a ripper. Walk through the door next to the ripper, and you'll pass a minigun, and then come to a door leading to the third control point, Iron Star (right). Walk up the elevator behind the beacon and you'll see a ramp with a pulse cannon on top. Continue



along the ledge and you'll find another ramp, this one holding a shock rifle. Continuing along the ledge or ground would take you back to the Daemonhead beacon, the first one we covered. Defending the Iron Star control point is similar to defending the Gargoyle point, only a bit more difficult, as you have no easy access to a shield belt or the powerful flak cannon and rocket launcher. The shock rifle, however, can be used to combo-shot enemies into pieces from the ledge. My favorite route through Cryptic is to begin at the Daemonhead beacon, grab it, take the warp to the Gargoyle point, grab it along with the rocket launcher

and shield belt, and finally proceed through the passageway to the Iron Star control point, unleashing a load of rockets as I exit the doorway.

DOM – **Gearbolt** – Gearbolt is a nice big level, and is the first domination map we’ve explored which has control points that can be effectively defended. (The Bridge beacon is an exception, not lending itself to defense at all) We’ll begin our tour at the Ramp control point (right). On



the upper level across from the beacon, there’s a flak cannon. Incidentally, this is a good defensive location. Grab the flak cannon, and you’ll have an easy shot at enemies approaching up the ramp or from the top. Below the flak cannon you’ll find some med boxes, and to the right there’s a rocket pack for the



launcher found just outside the doorway at the bottom of the ramp. When attacking this point, come from the top, not the ramp, and beware for defenders at the flak cannon location. From here, walk along the top walkway, and you’ll pass a ripper, and then come to the Bridge beacon

(left). There’s just no good way to defend this point, as no matter where you stand, attackers can come up from behind and take you out before you even realize that they’re there. Continue along the walkway to the right from the picture’s perspective, and you’ll pass a rocket launcher and some med boxes, and then come to the lift leading to the Lift control point (right). Take the lift up, and you’ll find abundant rocket ammo and



a shield belt. This is one of the easiest beacons to defend in UT, as no matter where enemies come from, you’re likely to have a good crack at them with a rocket launcher before they make it up. Not to mention you’ll have a shield belt, too. Another good defense location is in the alcove directly below the beacon.

Enemies likely won't see you, and you'll be able to follow them up to the beacon and take a few pot shots before they realize they're being tailed. Take the lift down and walk directly forward down the ramp. At the bottom of the ramp, make a 180-degree turn to your right and continue walking around the ledge you're on; you'll find a redeemer. Drop down to the center area directly in front of the redeemer, and proceed through the doorway behind you. Pick up the thigh pads and continue through the passageway. You'll pass a couple of shock cores and a sniper rifle. Continue on, and climb the ramp to your left. Here you'll find a minigun, a suit of body armor, and some flak shells. Walk back down the ramp, take a few steps forward, then make another 180-degree turn, this time to your left, and climb this ramp. Walk past the pulse cannon, and you'll find yourself back in our starting location, next to the Ramp control point.

DOM – **Ghardhen** – Ghardhen is another great domination map, and none of its control points are easy to guard. We'll start our exploration from the Bottom control point, shown to the right. To one side of the beacon you'll find a shock rifle with ammo. Also down here is a pair of jump



boots. To defend this beacon, just stand near the shock rifle and lob combo shots at any intruders. Attacking this point is pretty straightforward; there aren't any sneaky ways to enter. Walk up either of the two main ramps here, and you'll find yourself at the Middle beacon (left). On this level you'll find a couple of med boxes. This control point is terribly hard to defend, as it's in a relatively small area, with three distinct entrances, and a window so intruders can see where you're at before they come in. Basically just get a good gun and hope for some luck. When attacking, look into the window to see how many defenders there are and where they're waiting, then choose the entrance giving you the best angle on the defender. From here

jump down the elevator shaft across from the beacon. Grab the pulse cannon and walk forward. Note that the passageway to your right will take you back to the Bottom control point. Walk up either of the ramps in front of you (there are med boxes to the sides of the ramps if you need health), and you'll see a ripper and an elevator. Take the elevator up, and you'll see the Top control point (right). My favorite mode of defense of this point is to grab a biorifle and stand near the beacon. Charge up the secondary mode of fire, and if anyone attempts to approach you, gib him or her. To attack, I like to throw a translocator disc from the lower level and teleport up to the beacon. This makes it difficult for defenders to see you coming, and eliminates my aforementioned defense. ;-)

Fortunately, not many players realize they can teleport up. Stand at the beacon and look out. Now take the exit to the right side, and you'll find the biorifle I was talking about. Walk down the ramp, and you'll come to some flak cannon shells and a door. Inside the door you'll find the flak cannon and some more shells. Continue around, and you'll come to the Middle control point again. You've now toured the whole map.



**DOM – Lament** – Lament is a nice small domination map. When I say small, I mean friggin' tiny. Don't try this level with more than four players or you'll have chaos on your hands. Starting at the Bottom control point (right), note that you can see the Central beacon through the



slits in the wall behind this one. Walk out of the area housing this beacon, and you'll see a ramp leading to the Top beacon, and you already know that walking around the area containing the Bottom point will take you to the central control point. That's pretty much it, but I'll point out

some items here too. Under the ramp are some med boxes, and to the left side of the bottom area is a biorifle. To the right there's a suit of body armor, and further to the right is a flak cannon. Grab the cannon and ascend the stairs to your right. Walk forward and you'll come to the Upper control point (left). Face opposite the glass window, and walk forward, taking the first right you see. You'll come across a rocket launcher followed by some med boxes, and finally a ramp downward. At the bottom of the ramp you'll see the Center control point to your left (right). Following the walkway around you'll come to some med boxes, and then a ramp back to the Upper beacon. There isn't really any special way to attack or defend on this level since it's so small and has so few ways to enter each control point's area. Basically just run around grabbing beacons, and if you lose one you can always run back to it in a few seconds.



DOM – **Leadworks** – This is one of my favorite domination maps. The control points are spread relatively far apart, and two of the three can actually be defended. Start at the Bridge control point (right). This is the most difficult point to control, as you can easily pick off intruders running for the beacon from one side, but your rear will always be open to attack. Exit through the doorway that is directly aligned with the bridge. Keep walking to the passageway's end and you'll find some med boxes to your left, with a shock



rifle to your right. Walk up the stairs, and you'll be in the central area of the Leadworks facility. From here you can quickly access any of the control points. To your right is a pulse cannon. Walk straight ahead and down the other set of stairs, past the bullets on your left, and into the

passageway ahead. Take a right, and you'll enter the Tower area. Walk around the tower to either side and enter it. You'll find two med boxes, a minigun, and the Tower control point (left). You can defend this area pretty well by exiting the tower and continuously checking the two entrances. Incoming players have a long way to walk to get to the beacon, allowing you several shots before they have a chance to grab it. The advice I give to attackers is to keep teleporting forward so that defenders have a harder time shooting you. Exit the tower and then leave this area through the entrance you came in through. Instead of taking a left in the passageway and backtracking, continue forward to the Storage control point (right). Here you'll find a flak cannon and some ammo. Shooting the brown wall portion that the gun in the picture is pointing at will net you a suit of body armor. When defending this area, stand in the corner so that you can see both entrances, and lob the flak cannon's secondary shot into the entrances if you hear any noises. Exit through the door you haven't explored yet, and you'll be taken back to the center area and presented with a rocket launcher. To the left of the launcher is the area you've already seen, and straight ahead are some med boxes. Walk to your right and you'll find a ripper. Walk to the left, back to where you've been, take another left down the stairs, then a right in the passageway to get back to the Tower area. Walk all the way around the tower and exit through the door we haven't gone through yet. Walking through, you'll come to a 4-way central spot on a vent over some lava. To the right are a rocket launcher and some health, while the left will take you to a pulse and flak cannon along with some more health. Walking straight ahead will bring you back to the bridge area through the door opposite the one you first walked through. These tight corridors just beg for flak cannon use. Firing the primary fire in here will gib enemies *real* quick, so always have it ready when traversing these areas.



DOM – **MetalDream** – This is another of my favorites. It's big enough to comfortably hold ten to twelve players, and arranged so that you can easily see the other two control points when you're guarding one. Start at the bottom of the level, even with the toxic water, at the section labeled '1.' This lift will take you to the central staging area, but don't take it for now; walk instead to section 2. This is a relatively boring section, containing nothing but a minigun. Proceed to section three. This lift will also take you to the central staging area. Ignore it for now and move on to section four. Here you'll find a



pulse cannon and a crane that will take you to the Crane control point. Don't take the lift for now; instead walk on over back to section one and take the lift up. Step off the lift and you'll see a rocket launcher in front of you. Turn left and walk past the elevator and you'll find another minigun. Continue on and you'll come to another elevator, and then a shock rifle. Turn right and you'll see a pair of jump boots on your left. Make a 180-degree turn to your left at the jump boots and you'll see a flak cannon, an elevator up, and the spot where the section 3 lift from the ground level would have let you off had you taken it. Don't take the lift; turn around and walk into the red warp. This will take you to a very high area containing a sniper rifle, redeemer, and invisibility. This is one hotly contested area in large games, so don't linger up there for too long. Walk back out of the warp and turn left. Continue to the end of the hallway and turn right. You'll see a med box, a ripper, and a shield belt. Walk back to the portion of the staging area marked '3' and take the lift up. This will let you off next to a rocket launcher and



some crates containing med boxes, flak ammo and another shield belt. Walk forward and you'll see the Helipad control point (upper right picture). Turn right and you'll see a large structure with a big keg o' health on the top (upper left picture). Continue walking around the outer edge and you'll come to the Crane control

point (right). Note that you can also get here from ground level by taking the section 4 crane up. Turn right and translocate all the way across to the Boxes control point (left). Turn to your right, pass the elevator coming from the staging area, and climb the structure similar to the one which held the big keg o' health. Carefully climbing and then jumping from upper platform to platform will reveal a damage amplifier hidden on top. Return to the Boxes beacon, and turn left. Walk around the crates, and then take another quick left. At your first



right you'll see a



bioreactor, then a left containing the other elevator from the staging area. Ignore both and continue forward to the outer walkway. To your left is a minigun and the Boxes control point (left), while to your right lie a pair of jump boots and a suit of

body armor. Continuing to your right takes you back to the Helipad control point, and completes your exploration of the MetalWorks area. I tend to play this map by loading up on weapons and armor, then grabbing the Helipad control point. From here you can see and easily access both of the other beacons, allowing you to 'rectify' any 'situations' your opponents may try to create.

DOM – **Olden** – Olden is a nice little domination map for a couple teams of 2 or 3 people each. As usual, we'll begin on the bottommost level, next to the Lower control point (right). Diving into the center of the water will take you to the other side of the bottom level, but we'll explore



via land. From the perspective in the picture, turn right, and you'll come to a ripper on your left, along with an elevator taking you up to the Upper level beacon. Ignore both for now, and walk through the door to your right. Immediately ahead you'll see a ramp that would take you to the Mid level



beacon, but ignore it for now and walk across the water past the ramp and turn right. You'll see a suit of body armor. Grab it and walk past the ramp, turning left and following the water to the next open area. (Incidentally, this is where that first underwater passageway would have let you

out) To your left is a biorifle. Continue forward to the foot of the next ramp. To your left is a shock rifle and an elevator to the Upper beacon area, and to the right is a doorway leading back to the Lower control point we already explored.

Take the ramp up to the Mid control point (left).

Behind the beacon you'll find a minigun. Walk back down to the main ramp and backtrack to the elevator to the Upper beacon area (going further right from the Mid beacon takes us back to explored territory). Get off the elevator and



turn right. You'll see a big keg o' health to your left. Walk forward, and you'll come to the Upper control point (right). Immediately make a 180-degree turn to your left and you'll see a sniper rifle. Take the passageway to the left of the beacon (from the perspective in the picture), and grab the flak cannon. Your next left will take you past some med boxes and a rocket launcher. You've now explored Olden. The bottom beacon is tough to defend since it's in such an open area, but the middle one is much easier. Stand in its alcove with a flak cannon or biorifle, and lob shots at anyone who dares to try and intrude. The top-level control point is also relatively easy to defend by standing in the sniper rifle alcove with a flak cannon or rocket launcher. Walk around the level a bit, experimenting with the translocator to get to the different beacons more quickly; there are many shortcuts you can make for yourself with some adept disc tossing.

DOM – **Sesmar** – While Sesmar is a relatively large map, it is very easy to navigate. Starting at the lower level, or Hall of Pillars, you'll see the Hall of Pillars control point in the center (right).

This area has numerous health vials, a lot of ammo, two rocket launchers, a minigun, a pulse cannon, and three exits: one to either side of the beacon, and one through the ceiling. Explore the two doorway exits, and note the abundant health on the way out, and then the weaponry at the top. Return to the Hall of Pillars, and then translocate from the ground up through the ceiling to the main level. Walk towards the center of the area with the blue lining; this is the Blue Ankh control point area (left).



Walk up to the beacon and jump to the area to the right. Walk through the door and up the ramp, continuing ahead to find a rocket launcher. Turn around and immediately walk through the unexplored door to your left. You'll see a shock rifle to your right. Continue on

through the door, then turn left and walk up the small ramp to pocket a pulse cannon. Return to the shock rifle area, and ascend the large ramp, grabbing the big keg o' health at the apex. Descend the other side, and note that this Red Ankh control point area is symmetrical to the blue one, with different weapon placement (a minigun, pulse cannon, and rocket launcher). Walk down into the base (right), and you've explored the whole level. None of the control points on this level are easy to defend, so concentrate instead on making frequent rounds of the level, grabbing any control points you happen to lose. One good tactic is to keep one team member in the Hall of Pillars, where he can always have a rocket launcher and tons of health from the ramps up to the main level. While down here, he can always translocate to the Hall's beacon, making it all but impossible for another team to



get points here without killing him first. A second team member may continuously circle the upper level, grabbing the Ankh control points, while a third lends a hand wherever it's needed. As with the other domination maps, teamwork is key to success.

## Capture the Flag Maps

CTF maps receive the most attention, as I'll not only give descriptions of the maps and bases, but I'll also give my thoughts on the best routes of attack and spots to set up your defenses. Note that you cannot translocate with the flag, or you'll drop the flag! Also note that you really can't hide very well when you've got the flag, as you'll glow brighter than the moon, and the glow will shine through walls and other surfaces.

CTF – **Command** – Command is a nice medium-sized map good for 3 on 3 or 4 on 4 games. The level is asymmetrical; the bases aren't identical, so you have to play differently depending on which team you're fighting for. We'll start with the red base (right). The red



area is well stocked with weapons: behind the flag is a ripper, and in front of it is a rocket launcher. Descending to the small areas directly to the left or right of the flag will reveal med boxes and a biorifle to one side, while the other end houses a minigun and more med boxes. The only two ways into this base are through the passageway in front and to either side of the flag. One of these passageways holds a sniper rifle, while the other contains health vials. Both have stairs down to the lower level (the one containing the minigun and biorifle) near the beginning. In a 3 on 3 game, keep one man on defense, while on a 4 on 4 you should leave 2. Some people choose to defend by standing at the end of the passageways into the base with a rocket launcher, while others (myself included) translocate up to the ceiling supports where the enemy is less likely to see them, and then jump down to smite them with rockets as they approach the flag.

Luckily, not many attackers take advantage of the stairs to the lower level, so when attacking you can usually confuse the defense by taking the lower level in, especially if you plan out your attack and have someone approaching from both sides at once. Walk out either passageway, and you'll come to the center area. Turn into the room to the red base's side of the center area, and you'll find a suit



of body armor along with a flak cannon. Walk back into the hallway and look up. You'll see a shield belt sitting on the ledge above you (left). Continue on into the true center room, and you'll encounter four med boxes and a shock rifle.

Take either of the long passages around to the blue base area (the left passage contains a sniper rifle, while just past the exit to the right passage there's a biorifle). Pull a 180-degree turn and you'll see a blue room identical to the one on red's side, with another flak cannon and suit of body armor. Walk up the large ramp and you'll find a rocket launcher. Look to your right at the launcher, and you'll see a damage amplifier hidden in the hole in the wall (right). Continue forward and take the elevator up. You'll walk up a large, wide



area with health to either side, and at the top you'll find the blue flag (left), with a minigun to either side. Through the hole behind the flag, you'll find even more



med boxes. When defending the blue area in a 3 on 3 game, leave one man back on defense, and have him stand near the flag with a minigun or flak cannon. If you're fortunate enough to have four players on your team, have one stand at the exit to each of the entering passageways with a

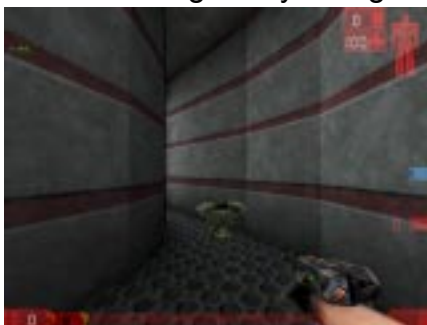
flak cannon. This approach allows them to easily see any incoming enemy, and if they die they'll likely respawn closer to the flag, where they can likely intercept the enemy intruder(s) again! When attacking, your largest threat is the relatively

large amount of open space you must cover to approach the flag. To get around this, come in the passageway near the damage amp, and translocate up to the amp. From here you can easily translocate all the way up near the flag, and there's a good chance that the defenders haven't even seen you yet. If you load up on health and ammo before attacking either base of Command, you'll have a good chance of succeeding, as there isn't too much ground to cover once you grab the flag.

CTF – **Coret** – This is an excellent CTF map. The map is symmetrical, but there are two completely different entrances to each base. Coret is well suited for anything from 3 on 3 to 6 on 6 games. Since the map is symmetrical, we only need to explore one side in order to reveal



everything (although I'd still recommend walking through the whole thing a few times before playing). Starting at the red flag (right), translocate to the area above and behind the flag. You'll see a shock rifle, and to your right is a stairway back down to the main flag level. Now translocate across to the other area above the flag. To your right is a pushpad from the flag level, and to your left is a



passageway out of the red base. Follow the passageway out, noting the suit of body armor hidden in the crook at the end near the ramp down (left). Continue down and make a 180-degree turn to your right at the bottom of the ramp; you'll come across a small area with a rocket launcher. Turn back around and continue heading out. You'll come to another ramp downward, with health vials on either side. Take the ramp down, and at the bottom follow the wall around to your left. You'll find another ramp up. Take it. You'll pass a minigun, and then come to a big red door. Don't enter the door for now; instead, continue around the passage to your right. You'll pass a few med boxes, and then you'll come to a ripper and some stairs up. Before

taking the stairs, look to your right and note the thigh pads back on the main level. Now take the stairs, and you'll see the damage amplifier (right). Walk back around the passageway and enter the red door. Immediately to your left is a ramp to an area you've already explored, so ignore it and continue forward. This is the main entrance to the red base. Follow it around and you'll come to another red door. Enter it, and you'll see some med boxes and a ledge with a flak cannon. Follow the passage around and down, and you'll come back to the red flag. You've now explored the whole red side of the level. The blue side is the exact same thing; go explore it now so you can get the feel of running from one side to the other. When defending either base in Coret, translocate to the area above and behind the flag; from here you can easily see anyone attempting to infiltrate the



base. When attacking, take whichever entrance you choose, but after taking the flag, always leave via the pushpad on the left side of the flag; this brings you to the overhead passageway out, and allows you to avoid the large, open main entryway. It's much easier to lose defenders in the overhead passage. Also, there's no reason to ever attack with less than

130 health and 150 armor; grab the body armor, thigh pads, and some health vials before attacking.

CTF – **Dreary** – Dreary is an excellent medium-sized symmetrical CTF map. Both bases lend themselves to a strong defense, as they've got but one small entrance. Beginning at the red base (right), You'll note the sole small entry corridor. This is the only way in. Grab the flak cannon sitting behind the flag, and stand in the entryway. If anyone attempts to



come through that door, gib them with your cannon. The water under the flag is lethal, so knocking intruders into it will do the job, too. Now walk down the ramp and leave the base. You'll come to an area with a rocket launcher and two doors ahead. Walk through either door and then drop down into the center area. You'll find a suit of body armor and a med box on the ground. Walk through the either



of the side doors back towards your base. Through one door you'll find a ripper, through the other a pulse cannon, and in both you'll come to an elevator. Take the lift up, as you step off note the sniper rifle and thigh pads. Make a 180-degree turn, and you'll see a shock rifle, and a

path to drop down into the entryway to your base. Instead of walking back in, we'll take the upper walkway toward the blue base. You'll pass a med box, and then you'll come to a central area containing a shield belt and a biorifle. Continue on toward the blue base, passing another med box, and you'll come to the blue upper entry, and see that blue gets a sniper rifle and damage amplifier. Red gets a bit shafted in this area, as they only got a pair of thigh pads. Drop down into the blue base (left), and note that it is identical to that of red. The only other unexplored area to Dreary is this: from the ground level near the body armor, if instead of taking the doorways back to your base you instead went forward toward the enemy's base, you'd find an elevator leading you to a minigun. When attacking on Dreary, it's all but impossible to infiltrate a decent team's base by yourself, as you have to walk through a player with a flak cannon to get to the flag. (If you're feeling lucky, however, you strafe past the entrance and toss some grenades up in an attempt to take out the defense, but this rarely works, and it will eradicate any element of surprise you might otherwise have had) Thus any winning strategy will involve bringing a friend in with you. If you time it right, you can have the first player kamikaze in with a rocket launcher, then swoop in behind him/her and clean up the rest of the defense.

CTF – **EternalCave** – This is a smaller, asymmetrical CTF map. We'll begin our tour from the blue base (right). After walking up the stairs from the flag, turn right. You'll pass a biorifle, then cross a bridge to an alcove containing a shock rifle and a set of thigh pads. Exit this alcove, and enter the first door on your right. You'll come to a ripper, then turn left and cross a bridge. In this area, there's a minigun and ammo. The door on



the far left of where you came in leads to a shield belt (left), while the door on the far right takes you to the red base. Grab the belt, and then exit to the red base. Immediately to your left is another ripper, while the red flag lies straight ahead. From the exit you just took, walk around the center area to the right. You'll come to a

bridge leading off to the right to an alcove containing another shock rifle and set of thigh pads, just like the blue base's alcove.

Continue around, and turn in toward the red flag (right). You'll see a biorifle. Continue circling around the base until you come to the other doorway (next to the one you entered from). Walk through the door, and you'll come to a red



center area with med boxes, a rocket launcher, and rocket and shock rifle ammo. Continuing on you'll come to another center area, this one blue, containing the same items. Continuing to walk through will bring you to an exit, leading back to the blue base. You've now walked the entire map. When defending the blue flag, grab your weapon of choice and translocate above the door nearest the alcove. From here you'll be able to see any intruders before they see you. If they don't see you, allow them to run to the flag; they have to practically walk a tightrope over lava to get to it, so wait until they're on it, then blast them off to their death. When attacking the blue base, it should be fairly obvious after the

defensive suggestion what I'm going to suggest: look for defenders *before* running for the flag. You must kill them before walking across the beam, or you're in a tough position. Now we'll move to the red base. When defending, I'll recommend the same as I did for blue: translocate onto the top of a doorway. This is the only location from which you can see the enemy before they see you and have a good shot at them. When attacking the red base, bring a friend. Have one of you make a mad dash for the flag while the other distracts any defenders. Don't walk around the area either; make a running jump from the doorway side to the flag, then run back around from the other side in the opposite direction from where you last saw a defender.

CTF – **Face** – Facing Worlds is by far the most popular CTF map online, and it's not difficult to see why. Consisting of two towering bases complete with sniping areas, and connected by only a long, wide open pathway, you just know this is going to be fun. I recommend playing 4



on 4 or 5 on 5 on this map. The map is obviously symmetrical, so I'll describe just the red base (left). Beginning from the location shown in the left picture, you'll find a couple of med boxes to your right, and a rocket launcher around the pillar to your left. Continuing around to the back of the pillar, there's a warp taking you all the way to the top of the base, where you'll find a sniper rifle with plenty of ammo and a suit of body armor. Teleport back down and continue around the pillar to your left. You'll come to a shock rifle and two warps. The warp on your right will take you to a second sniping location about two-thirds of the way up the base, while the left warp will take you to a redeemer halfway up. Returning to ground level, walk out the base and circle around the exterior. At one of the back corners is a third sniper rifle, while the

other corner houses a ripper. Now walk across the center walkway to the blue base. Note the big keg o' health located midway between the two bases. Explore the blue base (right), and you'll see that it's identical to the red base in every way. Facing worlds is a tough map that requires careful planning and a bit of luck to win. (Like you didn't know that already when you realized there were six sniper rifles and an open stretch longer than a football field that you have to cross *twice* in order to capture the flag) Always keep one man up in one of the towers sniping; regardless of how much he gets picked off by the enemy, he'll get enough kills to be effective. A second defender should alternate between assisting in the sniping and 'defending' your offense with the redeemer. By grabbing the redeemer, then teleporting back deep into your base, he or she can fly the redeemer out of the base via the secondary fire mode and search out any threat to your offense. Now when attacking, always send 2 people in, one on each of the pathways up, and wait until the enemy snipers have just been killed to leave. This almost ensures that one of the attackers will at least make it to the base, as the defense has to respawn, get to the sniping position, and aim at two very separate locations in order to take you out before arriving at the base. Tough to do. As for getting back to your own base with the enemy flag, you're on your own. Lots of jumping and no small amount of luck will be required.



CTF – **Gauntlet** – In my opinion, this map shows some of the most ingenious design work I've ever seen. Gauntlet is asymmetrical, yet the map feels completely balanced and fair. There's even a hidden redeemer for the patient player. We'll begin in the red base (right). In one corner of the base are some med boxes, while behind the flag lie a warp and a suit of body armor. To one side is a minigun, and to the other is a passageway leading



to a ripper. The warp would take you out into the center area, but don't worry about it for now. Exit your base through the main entryway, and walk forward, just past the first two pillars. To the right is a biorifle. Walk past the next set of pillars, and to your left you'll find a pair of thigh pads. The ramps ahead and to either side of you lead to the blue flag, but ignore them for now. Walk instead



straight ahead, and descend to the lava-filled area. Here you'll find a shield belt (left), a shock rifle, and a rocket launcher. Walk back out the entry you came in from, and turn around to face it again. Around the pillar to your left you'll find a room containing a flak cannon, and to the right of the pillar is a room housing a pulse cannon. Continue around the pillar to the point directly opposite the entrance to the lava area. You'll see a design in front of you. Walking up to it will cause it to slowly open, revealing a redeemer (right). Continuing forward to your left you'll find thigh pads, and to your right, two shock cores. Either way, you'll end up near the blue base, at the blue exit from the underground lava area. Continuing forward, you'll find med boxes and a flak cannon, while to your right you'll see some flak shells. To the left is an elevator leading up to the blue base. Take it. After getting off the elevator, you'll see a biorifle straight ahead, while the path to your right leads back to the ramps at the red base (with a sniper rifle on the way).



Turn left, and you'll enter the blue base (left). Like the red base, there's a minigun, a ripper, a suit of body armor, and a warp. This warp takes you into the center area as well. Note that both of the warps are one-way; you can leave the base through them, but you can't enter through them, meaning defenders only need to guard the main entryway. Defenders should grab armor and a good weapon (the minigun, rocket launcher, or flak

cannon), and stand to the side of the main entry, up on the ramps. When attacking, have someone fly a redeemer blast into the base before entering; this will make getting in and back out much easier. After grabbing the flag and leaving the base, take the underground passage back. It's the quickest route, and you can load up on ammo on the way if need be.

**CTF – HallOfGiants** – Hall of Giants is a great map that, if you couldn't tell by the name, is of the larger variety. You can easily have an 8 on 8 match without feeling crowded. The gravity is much lower than normal, allowing leaping around the level to far-away places. The level is symmetrical, but we'll walk around the entire map, starting at the red base (right).



There's not much on the platform with the flag; just a couple of med boxes. Walk down one of the ramps, and you'll come to a rocket launcher. Continue on up the center ramp, and you'll see a biorifle to your left and a shock rifle to your right at the next level. Continue on, and you'll come to a shield belt at the top. From the shield belt, look straight up. Toss your translocator up above the ledge, and you'll find a redeemer waiting for you (left).

Jump back down to the shield belt and continue on toward the blue base. When you get to the blue flag (right), turn left and drop down to the ground level in the corner. Here you'll see some med boxes and a large vacuum-like tube. Stand under the tube and jump up. You'll find yourself shooting through the air; maneuver yourself so that you land on the higher area behind the blue flag. You'll see two sniper rifles up here, useful for defending the flag. Drop down to the flag level, then all the way to the ground again. Jump on the middle pipe just above ground, and you'll see a suit of body



armor waiting for you. Continue on your way back to the red base, and you'll come to two ramps, one on each side of the pipe you're on. To the left of the left ramp is a minigun, and to the right of the right ramp is a sniper rifle. Continue on the pipe you're currently on, and you'll pass a string of health vials. Continue, and way to the left will be a shock rifle, while way to the right you'll see a rocket launcher. Keep going forward, and then drop off the front of the pipe. You'll come to a pulse cannon. You're now in the center of the level. The vacuum on either side of you will take you soaring above each base. Note that you *can* walk into these (and other warps) with the flag, so you need only get to the midpoint of the level until you're back in the relative safety of your base. Translocating is the only activity you can't do with the flag. Up those two ramps we ignored earlier you'll find a flak cannon, and then a big keg o' health, rocket launcher, and minigun at the apex. When on defense in this level, move up to the higher area behind the flag and snipe (beware of redeemer shots coming toward you and shoot them down). When attacking, use the vacuum from the center of the level to swoop in and scoop up the flag, then return to the center and zoom back to your base.

CTF – **LavaGiant** – This is one of my favorite CTF maps, so I'm going to go into full detail on Lava Giant even though it's pretty big and asymmetrical. You can comfortably play up to 6 on 6 or 7 on 7 here. Start in the red base (right). Exit the flag chamber and turn left. You'll see a



ripper on your left, and a med box on your right. Continue around the flag chamber, and you'll find ammo, a pulse cannon, a shock rifle, and then you'll end up where you started. Go up the ramp and you'll see a suit of body armor. Continue up and you'll come to a sniper rifle, and then a pair of jump boots on the way down the other side. Walk back down the ramp, and exit through the rear of the base (the only exit). There are several med boxes out here. Turn right and walk all the way to the edge of the lava. Continue clockwise around

until you find a ramp heading down the side of the area. Descend the ramp, and you'll come to a flak cannon on your right and some med boxes on your left. Follow the path to your right, and you'll encounter some bullets. Keep going and you'll come to a biorifle on your right. Stop here. The passageway straight ahead is a dead end containing nothing, so turn left and walk over the bridge. Over the bridge you'll find a rocket launcher to your left and a ramp upward to your right. For now we'll ignore the ramp and continue forward. Your path will



come to a T, with the right leading to a biorifle and a side ramp to the blue base. We'll take the left path, which will lead us past some bullets, then some med boxes, and finally to a flak cannon. Continue forward and you'll find a minigun. Backtrack to the side ramp up to the

blue base, and walk to the rear of the base. Enter the base and walk around the ground level. You'll find a ripper under one ramp, and a pulse cannon under the other. Walking around the pillar will reveal another pulse cannon, a shock rifle, a med box, and a rocket pack. Walk up one of the ramps, and you'll find a pair of jump boots, two sniper rifles with ammo, four med boxes, and a suit of body armor. In the center of it all is a bridge to the blue flag (left). Exit out the back of the base and walk around to the front. You'll see three large walkways that we haven't explored yet (we did explore the lower level). Starting with the rightmost path, walk forward. Through the door you'll find a set of thigh pads and a set of stones leading to a redeemer in front of you (right). After grabbing the redeemer, translocate through the window and exit to your left (exiting to your right would take you to the red base). Now walk back up the pathway and take the middle one down. You'll come to a shield belt, and the path will continue on to the red base. Turn around at the shield belt, and return up the path, then take the leftmost path down. This is the most boring of our paths, as it just leads us straight back to the red base, with



nothing to pick up on the way. You've now taken the Lava Giant tour. Now for some tips. When defending the either base, keep at least one person in the front, sniping any attackers down. Also have someone keep an eye on the rear entrance, as enemies can easily approach through the side ramp and translocate to your flag, leaving before you realize what has happened if you're all concentrating on sniping out the front of your base. When attacking, be sure that your team is taking advantage of both the front paths to the enemy base as well as the sneaky side path. This forces the opposing team to split their defense and guard both entrances, effectively halving the number of defenders you have to deal with if you're quick. Another good tactic is to grab the redeemer, then go to the side entrance to their base, but staying out of sight. Fire the redeemer's secondary shot over the lava to the side of the base, then fly up and around the rear of the base, and take out some defenders. If you're feeling adventurous, you can even wait for the redeemer to respawn, and fire **two** nukes into the base before attacking (the redeemer has a maximum capacity of *two* shots, not just one). If you nuke them twice and then run in quickly, they're sure to be in chaos. Always leave through the side entrance after grabbing the flag, as taking any of the other paths leaves you wide open for their snipers to shoot your head off.

CTF – **Niven** – While the Niven Experimental Lab map is fun to play, it's not suitable for teams of more than 3. Starting at the red base (right), you'll see a ripper gracing the area. Continuing out of the area you'll pass a shock rifle, then the door leading out. Exit through the door, and look



under the ramp in front of you. You'll find a suit of body armor. Walk up the ramp and around, and you'll come to a biorifle. Grab it and turn left, then jump off of the ledge. You'll be at the entrance to the blue base. Enter it, and walk through. You'll pass another shock rifle, and then come to their flag (left). Note that the blue base has a minigun next to the flag, not a ripper like red does. Exit the base, and look under this ramp. You'll find a pair of thigh pads. Now turn

right and dive into the water. You'll find several med boxes, miscellaneous ammo, and a flak cannon. Jump back out at the blue side and take the ramp up. At the end you'll find a rocket launcher, and to your left is the entrance to the red base. That's it for Niven. When defending, stand inside the base just out of sight of the door, and equip your shock rifle. When you hear the door open, fire a



combo shot, and you'll tear apart anyone attempting to enter. If you somehow miss, back up and pull out a better weapon, and fire while backpedaling. When attacking, always hesitate after opening the door until you're sure there's no one waiting to fry you with the shock rifle. Firing

a few razor blades at neck level as you enter the corridor can help clear your way.

CTF – **November** – This is another of my favorites. November is a nice large asymmetrical map, suitable for two teams of five players. We'll begin in the red base, as usual (right). The red flag lies at the end of a small tunnel. Just outside of the tunnel is a sniper rifle.



Continue around the wooden walkway to the end, and then turn left. Ahead of you you'll see a hole in the wall similar to the one containing the flag. This one holds a rocket launcher with ammo. Walk along the walkway towards this hole,



and then turn right. You're now at the red health/armor depot (left). Grab the big keg o' health and body armor, and walk along the ground. You'll see some med boxes and a ripper. Keep walking and you'll come to some ripper ammo followed by some shock cores, and

then a stairway to your right. Ascending the stairway would take you past a flak cannon, and then back to the red flag area. Instead of taking the stairs, continue

forward a few paces past the shock rifle, and then turn left and go up the ramp. Here you'll find some more med boxes, a shield belt, a minigun, and a perfect area to defend the only entrance to the red area. Walk back down a ramp and continue forward. You'll pass flak, sniper rifle rounds and rocket packs, and then see some med packs on your left. The stairway to your right leads back to the



red flag area. Continuing forward past the med boxes will reveal a biorifle and thigh pads. Pull a 180-degree turn and return to the entrance to your base (just outside the shield belt hideout). Walk out the door, and to your left you'll see some health vials and a stairway leading down

into the water. To your right is flak ammo, and all the way to your right, at the end of the hallway, are two rocket packs. You can get over to the blue side of the submarine by taking the ramp over the sub or by taking the stairs pointed out just above. Take the ramp, and descend to the blue side via the next ramp. To your left are a shock rifle and the stairway coming from the water. In front of you is a biorifle, and the blue team's defensive hideout. Turn right and walk to the end of the way. You'll see some more health vials. Turn left, and you'll find flak ammo. Turn left again and ascend the small set of stairs. You'll see a couple of med boxes to your left, a pair of thigh pads on the crate, and a sniper rifle to your right, under the stairs. Ahead is the defensive hideout, with a minigun inside. Above the crates are two alcoves, one containing a shield belt, the other housing a flak cannon. Walk up the stairs, and you'll be in the heart of the blue base. After getting off the stairs, directly to your right are some health vials, two med boxes, and a shortcut drop to the submarine pen. If you walk straight ahead from the stairs instead of turning right, you'll come to the blue health/armor depot on your right (left picture above). Turning left at the stairs will bring you to the blue flag (right). Other items near the flag include a ripper and some ammo. That's all of November. Now some tips. When



defending the red base, keep one man in the shield belt hideout with lots of health and ammo; he'll be your first line of defense against any attacks, and we want him to be able to take a beating. Hide a second defender just in front of the flag with a sniper rifle zoomed in. As soon as anyone tries to enter the passage to the flag, decapitate them. If you have a third defender, he can translocate to the ceiling ledge above the water near the flag, firing down at intruders. Since most red teams expect attackers to come through the entrances to the right of the flag, when attacking, alternate between those entrances and translocating up to the ledge by the red big keg o' health. Defending the blue base is, in my opinion, a bit tougher. Keep your first defender in the defensive hideout so you are warned of attacks in advance. Attackers must come up the large set of stairs, so keep someone at the top ready to fire rockets in the face of anyone coming up. If you've got a third defender, put him or her on top of the crates across from the flag like the bots do. They get me often enough. ☺ When attacking blue, translocate into the defensive hideout (you can often telefrag the defender), and then grab the shield belt, thigh pads, and any health you need, and climb the stairs. Hesitate near the top to avoid any rockets that may be waiting, and then grab the flag and drop down the shortcut to the bottom (be sure you've got a decent amount of health first; the drop hurts you). Then just run back to the base. Never jump into the water, as a rocket lock underwater will rarely miss.

CTF – **Orbital** – Orbital is the second map released in the recent map pack from Digital Extremes (along with Hall of Giants), and it's a beauty. The map is huge, allowing for battles between teams of up to twelve players each (!). The map is symmetrical, so we'll only detail half



of the level. Beginning in the red base (right), jump up behind the flag and you'll find six health vials. Up the ramps in the picture, you'll find a minigun on the right and a shock rifle on the left. Circle around the area up the ramps and you'll also

find a pulse cannon, ripper, and rocket launcher. Walk through the doorway up top and you'll come to a sniper-ready defensive hideout overlooking the central area. Before the hideout, however, turn right and follow the corridor past the med boxes, and you'll find a biorifle. Return to the hideout and walk through the



opposite corridor and you'll come to an area with a flak cannon. Walk around past the cannon, and enter the corridor opposite the one you entered from. Through here you'll find a minigun. Move back to the flak cannon, and drop down into the center area (note the lift going back up in

case you need it in the future). From the center area, walk around past the med boxes and to the suit of body armor. Keep walking around this ledge and you'll come to a pulse cannon next to a bridge leading to a damage amplifier (left). Drop down into the center area, and note that you're just outside of the red base area that we began in. There are some med boxes here. Walk through the doorway opposite the flag, and you'll find a shock rifle and the entrance to the central area. Walking down onto the first glass-floored area, you'll find a pair of jump boots to your right. Continue forward, and on the rise you'll find miscellaneous ammo. Continue to the second glass-floored area, and note the jump boots. We're now on the blue side of the central area, and it's already apparent that the level is



symmetrical. Toss your translocator



up to the ledge above, and you'll find four med boxes and a shield belt at the center, as well as ramps up to the ledges we found earlier containing a minigun or biorifle. Stand next to

the shield belt and look up. You can see a redeemer up on the next ledge (right); toss your translocator up and grab it. Now proceed to the blue base (identical to the red one), and you'll see the flag (left). On this level, always keep a defender

in the sniper hideout so your team will know before an attack comes. Keep another defender next to the body armor with a rocket launcher. He'll be able to take out anyone who dares come in through the front door. Keep another two defenders back in the flag room. Yes, that's four defenders, implying at least four men on offense... Anything less than eight to a team will seem sparse on this level. It's great. When attacking, first of all, bring friends. You're simply NOT going to get all the way in and back out by yourself unless the other team completely sucks. Grab the redeemer and translocate into the sniper hideout. Kill the sniper, and pilot a redeemer into the base, taking out as many defenders as you can. Then storm the base, keeping close enough together that should the flag carrier be killed, a teammate can pick up the flag and continue on home.

## Assault Maps

For each Assault map I'll detail the location of each objective, as well as give suggestions on how to best attack and defend each locale.

AS – **Frigate** – Frigate is a small level consisting of a boat and its dock. The offense must proceed from the dock to the boat and accomplish two goals. First, they must destroy the hydraulic compressor, opening the ship's control room door. Second, they must move to the control room and press a button, destroying a wall barring their escape. As in all assault maps, the defense must stop them. We'll begin outside the ship on the entrance bridge. Walk away from the ship, and into the doors leading into the mountain. In this area you'll find med boxes, a suit of body armor, and a rocket launcher. Climb the stairs to your right, and walk across to the other room. Here you'll find a ripper, a shock rifle, a sniper rifle, and a minigun. As you can see, you're given ample supplies to load up with before assaulting the ship, which we'll explore now. There are two entrances to the ship: the main door across the bridge, and a cargo hold accessed from underwater. We'll take the bridge entry. Walk towards the ship, and keep jumping to confuse the autocannon that will begin firing at you as you approach. Once inside the ship, turn right and descend the stairs. At the bottom

you'll find a shield belt, a minigun, and a ramp down further. Take the ramp, and you'll enter the cargo area with the second entrance and a flak cannon. This is my preferred method of entry. Go back up and walk to the first door past the entry on your right. In here you'll find a biorifle, while the



next room contains a med box. Go back to the main entrance, and continue down the hallway, past the stairs. The next room on your right holds a suit of body armor. Continue on, and you'll find the hydraulic compressor (right). Shoot it until it's destroyed, then backtrack and climb the stairs. You'll pass a flak cannon, and some more stairs. Climb these stairs, and you'll reach the control room. Press the red button and you're done

(left). When attacking, pay NO attention to the defenders unless they're directly in your way; you are going to die, so get used to it. Concentrate instead on making it to the objective and destroying it before you die. I recommend entering through the underwater entrance, grabbing the flak cannon and shield belt, and making a mad dash to the compressor. You should be able to get a flak shell into it and destroy it before the enemy takes you out. Once you've respawned, you should bring your entire team together and make a run for the control room; again, just worry about getting people past the defense and into the button. If you stop to fight, you'll probably die. On defense, have someone monitor the underwater entrance with a flak cannon and a shield belt, and have someone else remain just inside the main entrance with a flak cannon. You can easily take out anyone trying to cross the bridge with a well-placed secondary flak bomb (it'll knock them into the water, forcing them to use the other entrance). Once the enemy destroys the compressor, stand in the room halfway up the stairs containing the flak cannon; since the enemy has to enter through this particular door, if your team is waiting with flak cannons, you can shred them to bits easily.

AS – **Guardia** – Guardia is a small assault map best for small teams. You'll begin in a small cave. Pass the pulse cannon and flak cannon, and you'll come to locked door and a fuse. Light the fuse by shooting it (right), and the door will



explode. Run through the next area quickly, as there's an autocannon that will quickly begin to fire at you. Walk through the next door, and you'll find a shock rifle and flak cannon to your right. To the left is another doorway; enter it, and pass the med boxes. You'll then cross the Lava Bridge, and pick up a rocket launcher. Keep going, and follow the next passage around to the right. You'll come to a minigun. Go back into the

hallway and enter the large room. This is where your final objectives are located. First note that this room contains a big keg o' health, a shield belt, ammo, an autocannon, and med boxes. The defense is well stocked. You must take the elevator to the left up to the ridge, then press the button at the end (left). The garage door will open, revealing a tank (right). Shoot the turret to complete your mission. On offense, you should actually stop to regroup before entering the final room. On defense, just spread out so that even if someone makes it past the first line of defense, there are others to stop them. Once the garage door is opened, you're finished.



AS – **HiSpeed** – This map takes place on a moving train. The offense begins by jumping off of a helicopter onto the train. Their sole goal is to move to the front of the train and reach the control room, stopping the train. Beginning at the helicopter, note the shock rifle and pulse cannon, and then jump down onto the

train. From here note that all the way in back is a rocket launcher. Walk towards the front of the train, and you'll pass pulse ammo and a pair of jump boots. Continue on, and you'll pass shock cores, rocket packs, and another pair of jump boots before coming to a minigun. From here walk along either edge of the train, and at the next car you'll find pulse ammo and another shock rifle. Walk up the edge of the train again, and you'll come to some med boxes and the entrance to car 3. Enter the car, and you'll find med boxes, and two stairways. The stairs lead to a pulse cannon and shock rifle, but don't go up there on offense, as there's an autocannon waiting. Proceed to car 2, and you'll find a pair of jump boots between the cars. Inside car 2, there's a big keg o' health and some med boxes. You can take the stairs up and around the crates in the middle. Upstairs you'll find a flak cannon, ripper, rocket launcher and med boxes, and then stairs back down to the main level of car 2. Take the stairs and you'll find more med boxes, a minigun, and a shield belt. Proceed to car 1 (more jump boots between the cars), and you'll find bullets, a med box, and two autocannons firing at you. Take the stairs to the upper level, and you'll come to a sniper rifle. Walk to the front of the car's top level, and you'll come to the cabin access switch (right). Touch it, then carefully drop down as



close to the front as you can, and make a dash for the cabin and the switch inside (left). This concludes your mission. As you can probably tell, offense on this map is just a mad dash for the front of the train. Stop whenever you can to regroup your attack. On defense, a good place

for a first stand is just outside the car 3 doors, as the enemy has to make a long, straight run up to the car. You can knock them off the train to their deaths with the shock rifle.

AS – **Mazon** – Mazon is a large fortress, and the offense's objective is to storm it and destroy a large power crystal. You'll begin near a large cache of weapons, including a rocket launcher, sniper rifle, and minigun. Continue forward and to your left and you'll see the Mazon fortress. Boulders will drop at you, and two autocannons will fire as well. Note the locked main entryway. Continue around into the cave to your left (or jump into the water and swim into the cave), and walk across the bridge. At the end of the bridge, note the pulse cannon way over to your left. To your right is the door into the middle of the fortress, surrounded on either side by a large chain (right). Destroy both chains to gain access to the main room. Once in the main room, turn right



and enter the passageway to the front doors. There's a switch (left) that will open them so you don't have to walk around through the cave every time you respawn. This objective is optional, but recommended if you think you're going to die (and you probably will). Back in the main room,

you'll find a suit of body armor, a rocket launcher, the locked doors to the reactor room, and ramps leading up to the top level. Take a ramp up, and you'll see a ripper, a biorifle, and the reactor room switch (right). Other rooms on this level contain a flak cannon, minigun, and lookout onto the main entrance. Press the switch, and the reactor doors on the



main level will open. Enter them and shoot the large crystal (left) to end the mission. When on offense, don't worry about the defenders on this map; just make mad dashes for the objectives. On defense, try to gain control of a sniper rifle early on, and you can then stand near the chains

and decapitate anyone who tries to enter. Alternately, you can use the ripper to achieve the same effect. Once the enemy reaches the main room, have your team congregate around the reactor room switch, and have someone line the ramps up with biorifle sludge to force the opponents to walk slowly up the ramps, making for easy targets for the rest of your team.

**AS – OceanFloor** – The objective of Ocean Floor is to infiltrate an underwater base, destroying four computer terminals and flooding the fortress. You begin on a submarine stocked with scuba gear, body armor, a shock rifle, a pulse cannon, a ripper, and a rocket launcher.



Stand in the submarine, facing the body armor, and dive into the water. Swim under the corner of the base that you're facing, and enter it. In this room you'll find med boxes, a ripper, ammo, and an autocannon. Walk through the door, and straight ahead you'll see terminal 2 (right). Destroy it and walk around the pillar to the other side, and take out terminal 3 (left). Exit

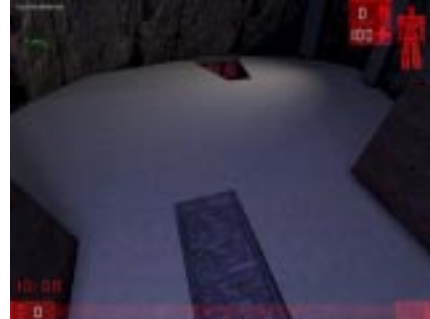
through the door behind terminal 3, and turn right. You'll come to terminal 4 (right). Destroy it and walk up the stairs to the right of the terminal (note that hidden under the stairs is a rocket launcher). Up top you'll see ammo and thigh pads, and an big keg o' health and opening to



the left. Walk through the opening, and quickly run around the ledge to the right, avoiding the autocannon fire. Enter the next opening, and walk in the right side. You'll see a flak cannon, and a walkway to the left leading to terminal 1 (left). Destroy this last terminal and you will have

completed the level. When on offense, I recommend taking the route I just described, as it's pretty much the fastest way through. When defending, make terminal 1 a priority. It's the easiest to defend, as the attackers have to walk a decent distance in plain view to get to it, and there is a flak cannon and a suit of body armor in the vicinity.

AS – **Overlord** – Modeled after the D-day battle, Overlord is a race to storm a well-defended beachhead and run through the inner area, eventually reaching the control room of a long-range cannon and destroying it. You'll begin in your ship at the beach, with a minigun and sniper rifle. Walk out the right side of the boat, and you'll be assailed by machine



gun fire and mortars being dropped. Run forward, and descend into the base (right). Continue down, and you'll find plenty of ammo and some med boxes. Continue forward, and you'll come to the Boiler Room (left), a room containing a flak cannon and minigun for the

defense, and a ramp up to your right, which you must reach. Once you make it up the ramp, you'll begin to spawn in at this point, so until you reach this point don't worry about attacking the defenders; it's much more important to make it up the ramp so that your team doesn't have to



keep running from the boat. Once through the next hallway, you'll be rewarded with a room containing a minigun, sniper rifle, flak cannon, rocket launcher, some med boxes, and a suit of body armor. Continue on, and you'll come to more med boxes, a pair of thigh pads, and some ammo. Keep moving, and you'll find more health and another suit of body armor. Finally you'll come to the long-range cannon room. Ascend the ramp, and work your way to the control room (right).



On the upper level you'll also see a rocket launcher and sniper rifle. Destroy the control room and your mission is complete. On defense, you'll begin in a room full of warps to different defensive locations (left). I'd suggest sending two teammates to the boiler room immediately, as this is the most important location. Stand near the sole, small entrance with flak cannon in hand, ready to tear apart the other team. If they breach the boiler room, go to the gun cavern and stand up top with big guns.

AS – **Rook** – Xan's personal facility, Rook is a base from which the offense must try to escape. You'll begin in a small area, with a large door to the outer area. Directly across from the door is a ripper, and if while standing in front of the ripper and facing the door you turn left or right, you'll be taken to a warp to a room containing a flak cannon. Take the warp back to the



main room, and exit the main door. Turn right, and you'll see the first switch you must hit along the right wall (right). This will open the Library doors. Enter them and turn right. Walk through the entryway opposite the stairs and turn left. You'll pass some health, and then at the end you'll see your second objective (left). Destroy the two chains, and the Gatehouse doors will open back in the main open area. Return to the main area, and flip the switch in the Gatehouse (right), opening the main doors. The small area next to the Library contains med boxes, thigh pads, a ripper, and a biorifle. After the main doors have opened (left), make a mad dash out of them. You've got a long walk to go, but your final





objective is simply to make it far away from the fortress. On offense, as usual concentrate on your objectives, not the defense. When defending, guard the first switch and the gatehouse switch the best; the second objective is hard to efficiently defend. Once the main doors have been opened, run outside, grab the sniper rifle, and use it to decapitate the offense as they try to make it out. m

## 8 – Bots

One of the most impressive features of UT is the ability of its bots to play like humans, and to do it well. The lower-level bots are slow and easy to kill, providing newbies the chance to learn the game without being slaughtered, while the upper-tier bots can smack down the best of us with relative ease. To the untrained eye, this doesn't look like much of an accomplishment – make a computer aim faster and more accurately than a human? Piece of cake! But making them do it so that the player being smacked down doesn't feel like the computer is cheating by using its speedy processing power against him is much more difficult. Steven Polge over at Epic made these the best bots ever to grace a computer screen.

### AI Difficulty Differences

**Novice** – These bots are a joke to kill. They move like their legs are underwater, they take three or four shots to acquire a target, their peripheral vision is practically nonexistent, and their weapons do little damage.

**Average** – Basically Novice bots with slightly better speed, aim, and peripheral vision.

**Experienced** – Experienced bots are just Average bots with slightly better speed, aim, weapon damage, and peripheral vision.

**Skilled** – Experienced bots with better abilities.

**Adept** – Starting at the Adept level, the bots' speed and weapon damage is equal to those of the player. They also begin to be able to effectively lead opponents with their fire. They begin to understand the weapons' special moves, such as impact jumping, shock rifle combo, and sniper rifle headshot.

**Masterful** – Adept bots with better abilities.

**Inhuman** – Masterful bots with better abilities.

**Godlike** – Inhuman bots with better abilities. These guys are tough mo'fo's. An important note: while the bots seem to move and fire faster as the difficulty levels rise, they can NEVER move faster, see better, or do more damage per shot than the player can. Never. Don't blame your defeat on cheating; it's just a cop-out. ;-)

## 9 – Cheats

Speaking of cop-outs, here are the cheats for UT. Note that they only work in single-player. To activate them, press the tilde (~) key, then type any of the following:

| Cheat:         | Gives you:                               |
|----------------|------------------------------------------|
| allammo        | Get 999 ammo for all weapons             |
| behindview 0   | Normal view                              |
| behindview 1   | Third-person view                        |
| fly            | Flying                                   |
| ghost          | Allows you to walk through solid objects |
| god            | God mode                                 |
| iamtheone      | Activate cheat mode                      |
| killall [type] | Kill all enemies of a certain type       |
| loaded         | All weapons                              |
| playersonly    | Freezes time                             |
| open [mapname] | Jump to any map                          |
| summon [item]  | Summon item [see below]                  |
| walk           | Walking                                  |

Note that you **must** type the 'iamtheone' code before you can use the cheats. You can summon any of these with the summon [item] code:

Chainsaw  
DoubleEnforcer  
Enforcer  
Minigun2  
PulseGun  
ShockRifle  
SniperRifle  
UT\_BioRifle  
UT\_Eightball  
UT\_FlackCannon  
WarHeadLauncher

## 10 – Glossary / Netiquette

### Glossary

**Camping** – If a player simply hides out in a particular location for the duration of a match, he is referred to as a camper. Camping is highly frowned upon by the online community.

**CTF** – Capture the Flag.

**Flag Capture** – In Capture the Flag. A flag capture is achieved when a player grabs the opposing flag and successfully touches it to his own flag within his home base.

**Flamed** – Originally used in reference to Internet newsgroups. Refers to being yelled at by other players online, especially for unsportsmanlike conduct, e.g. camping, cheating, etc.

**FPS** – First Person Shooter. Games like UT, Quake, Doom, etc.

**Frag** – How points are measured in deathmatch games. A frag is the number of kills a player has minus the number of suicides he has.

**Gib** – A player is gibbed when he's killed and blown to pieces.

**Kill** – A player is awarded a kill every time he causes another player to die of a cause other than old age.

**Leading a Target** – Leading a target means firing your weapons so that the ammo intersects with the target. Example: Firing your rocket missiles to the left

of a player who is running left, causing the rockets to hit the player even though he's moving.

**Mutator** – A mutator is a modification to UT that alters gameplay in some small way.

**Newbie** – A newbie is a player who is relatively inexperienced at a particular game. Average players often pick on Newbies.

**Pickup** – Any item that can be picked up by the player by running over it is pickups, e.g. ammo, guns, jump boots, etc.

**Splash Damage** – Damage caused by indirect hits is splash damage. For example, shooting the wall next to a player with a rocket causes splash damage to hit that player.

**Strafe** – A strafe is just a step to the side.

**Spread** – The number of kills difference between you and the leader if you're losing or between you and the 2<sup>nd</sup> place player if you're winning. Defined as  $\text{Spread} = \text{yourKills} - \text{nextHighestPlayer'sKills}$ .

**Suicide** – If a player kills himself, either from his own gun, falling, drowning, burning, etc, it is recorded as a suicide.

## Netiquette

**Complete Domination** – Usually occurs when CliffyB enters a game.

**gg** – Good game. Typically said at the conclusion of an online match.

**lol** – Laughing out loud. Stay away from people who overuse this.

**=) / ;-) / :p / ☺ / :]** – Different forms of smiley faces.

**Smack Down** – A player puts the 'smack down' on another player by not only killing him/her, but also humiliating him/her. Example: Player1 disses Player2's momma. Player2 then proceeds to smack Player1 down by killing him three times straight, then explaining the inner workings of Player1's momma's bedroom habits.

## 11 – Performance Tips

Many UT players have performance issues. Unreal Tournament offers many options with which anyone meeting the minimum system requirements should be able to play the game enjoyably. If you are not having any performance issues and are not interested in tuning your machine, please feel free to skip this section. If you are, however, interested in cleaning up your computer, by all means read the following.

**First off, make SURE you meet the minimum requirements. They are:**

- Pentium 200 (233 or better recommended)
- 32 MB PC 100 RAM (128 MB **highly** recommended)
- 600 MB hard disk space
- PCI Local Bus video card
- Direct X 7
- Windows 95/98/NT
- CD-ROM drive
- TCP/IP connection (for Internet play)

Specs that are significantly higher will yield better performance results. I personally am using a PIII-550 w/384 Megs of PC-100 RAM, a Diamond Viper V770 32MB TNT2 video card, and a Sound Blaster Live. I am able to host huge online games in 1024x768 32-bit color with all the bells and whistles on (such as 3D surround sound) with a beautiful stable framerate.

**Tips to improve gameplay:**

1. DEFRAG before and after you install UT. This is one of the most beneficial acts you can do for your computer. For those of you not-so-tech savvy,

defragmenting your hard drive ensures that all of the UT data is contained in one large block of your hard drive, so the game can access its data much more quickly. Picture your hard drive as a big puzzle; over the time you've had the computer, you've installed, uninstalled, copied, and deleted numerous items. After a while, the disk begins to look like Swiss cheese. Defragmenting organizes all of the data neatly, and puts all of the empty space at the end of the drive. This is a must-do task.

2. Remove any programs from your startup group and system tray. They consume valuable resources, taking away from UT's available processor power and memory. Virus scanners and the Real Player Start Center are known resource hogs.
3. Update your video and sound drivers, along with DirectX. You should have DirectX 7 or higher for optimal performance, and video/sound drivers are even more important. Oftentimes, the drivers that ship with new graphics and sound hardware are very, very buggy. TNT cards are especially known for their buggy default drivers. Did I mention they're BUGGY? Be sure to check the manufacturer's site for updated files. I can't stress this enough. Oh, and while we're on the topic of updating, consider going to the Windows Update site and updating EVERY Critical Update... updating to the latest Service Pack, or even getting the 2nd edition of Win98 can help a lot, and many drivers are automagically cleaned up.
4. Purchase more memory. It may have gone up in price lately, but the benefits still make it worth the money. You should have about 128 Megs in a decent desktop these days. 32 and 64 Meg machines are considered RAM STARVED by modern standards. You can never have enough memory, especially if using Windows NT; it will improve your system's performance across the board. Memory is second only to the processor in terms of performance, and in some cases it can be more important.
5. In the win.ini file in the windows directory, set the run= and load= lines to just run= and load=. Anything after the = sign is a program that is taking up memory that, chances are, you don't need. (You can access this file by

opening the Run dialog on the Start Menu, then typing 'sysedit.') \*This could result in Windows/program errors... Use at your own risk! \*

6. If you know how to edit your registry, and are comfortable doing so, go to the /HKEY\_LOCAL\_MACHINE/Software/Microsoft/Windows/CurrentVersion/Run/ and Runonce keys, and look through those and see if there is anything you don't need. Remove any keys you don't need. Again, be very careful; if you do something wrong in the registry it can seriously screw up windows. \*This could result in Windows/program errors... Use at your own risk! \*
7. If your hard drive is too large then the game, as well as the rest of your system, will run more slowly than it should. This is because the FAT (File Allocation Table – a minimap of your hard drive) is not the most efficient file system, and the larger your hard drive is then the larger the FAT is, and the more it has to read through to find out where files are on your drive. For example, if you have Windows NT, and are using the NT File System, things will run faster. This is because NTFS has a better file structure. The choice to convert or not depends on what operating system you have. If you have Win98, you should already have FAT32; if you have NT, you'll have NTFS. If you have 95, you're stuck with FAT 16 unless you have OSR 2. If you do have 98, and still have FAT16, go to Start, Programs, Accessories, System Tools, Drive Converter. You can switch to FAT32 here. The benefits are a little more speed, and less HD slack. (Slack is how much space is wasted on small files. In laymen's terms, a small file on a large drive in FAT16 can take much more space than it requires; FAT32 wastes much less space). If the Drive Converter isn't there, you either already have FAT32, or need to install the Drive Converter software off the Win98 CD.
8. Set the read ahead on your CD-ROM and Hard Drive to full. This can yield significant performance benefits to playing the game as well as using your computer in general. This can be done by double clicking in Control Panel on System, then going to the Performance Tab, and clicking on File System. Adjust the various tabs to yield better performance.

9. Change the typical role of your computer to Network Server. The all around performance increase of this can be huge. This is done from the System icon in the Control Panel. Go to the performance Tab and then File System. Change the role there.

### **Miscellaneous notes:**

- I see many people thinking that a PIII and a PII running at the same MHz speed will have a big speed difference in performance... that the PIII will be much faster. There is *\*some\** speed difference, but mostly the PIII has more instructions native to the chip, and more "pipelines". Right now, there is not a *\*huge\** performance gap. The PIII chip uses a set of Streaming SIMD Extensions (SSE), which games certainly can benefit from, but most current games don't yet take much advantage of.
- Chip speed is based mostly upon the relationship between the bit path of the chip and the speed (MHZ). For instance, Pentium class chips (MMX, PII, and PIII included) are 32 bit. The speed is determined (primarily) by a multiplication of the bit path and the speed of the processor. Now, to make chips even faster, you add pipelines to the chip, allowing more than one instruction to be processed at once. Sometimes this creates lag, as it is only able to perform one instruction at a time because one instruction is waiting on information it needs from the other instructions, however this usually provides a dramatic performance increase. In each edition of the chip class, they try to minimize the lag time created by this by designing them more and more efficiently, yet this can only account for so much. Sure there is a drastic difference in speed between the original Pentium and today's PII/PIII 400s/500s, but look at the MHz difference. This accounts for most of the gains. With all things being equal, except the class, the difference in the chips' wait times is not that much, and it's getting less and less so, because there is only so much optimization that can be done. It is also important to note that

the Pentium with MMX all up through the Pentium Pro, PII, and PIII all use the same core.

- Something else to note is that many non-Intel chips, ESPECIALLY Cyrix chips, will NOT yield the same performance at the same MHZ. If you are wondering why the game is running slower than you expected, and are meeting MHZ requirements with a non-Intel chip, that is probably the reason. (The AMD Athlon is a notable exception; at identical MHZ speeds, the Athlon outperforms any currently shipping Pentium-class processor.)
- The next noticeable speed increases will be achieved by increasing the MHZ above what we have today and increasing the data path of the bus. 32bits doesn't quite cut it anymore. And also remember that PII's, PIII's, whatever, at current technology you are still restricted by a 100 MHz bus. Sheesh!!! (133 MHz buses are just arriving on the scene now; expect them to become popular soon...)
- Another, and the last important note, is to show you the importance of not running background applications. Windows is a multi-tasking environment. While this makes it appear as if every program is able to run at the same time, this is actually not the case because a processor cannot handle more than one process at a time. Each process (application) running -- anything that you can see when you press CTRL+ALT+DEL -- is taking up processor power. Each running process receives at least 20/1000 of a second. While this may not sound like much, if you have five background applications running, and this is not uncommon, you are losing 10% of your processing time to things other than your game. In reality five is a very low number; many people have around ten running applications at any given time, which are eating up about 20% of the processor time. People with ATI drivers, for instance, typically will have two running processes solely for their graphics card. Once again, to reinforce, it is important to close EVERY running process.

Better system configuration measures will not only increase the performance that you receive from playing the latest games, but will also give you benefits that enhance the performance of everything else that you do on your computer. Many, if not most, of these upgrades are very easy and inexpensive or free, so take advantage of doing whatever you can and reap the benefits.

## 12 – Thanks / Links

First off, I'd like to thank the other 'Groupies': Windaria, Swiss Army, Nordy, and Az – you're the best! We *will* rule the world; you just wait. Thanks to Epic/Digital Extremes, for creating a game cool enough to make me want to waste countless hours putting this guide together (not to mention the 100x time I spend playing UT). Shout out to Planet Unreal for all the quick and informative news bits regarding all things Unreal, and kudos to CliffyB for his 'This Map Owns!' site, which greatly assisted me in choosing which third party maps to try out. In the same vein, thanks to all the third-party content creators for helping to keep the UT magic strong long after its release. If anyone has any questions or comments, email me at [zaxxon@stratosgroup.com](mailto:zaxxon@stratosgroup.com)

### Links:

Epic Games' Unreal Tournament Site: <http://www.unrealtournament.com/>

GT Interactive's UT website: <http://www.unrealtournament.net>

Planet Unreal: <http://www.planetunreal.com>

Unreal Technology Page: <http://unreal.epicgames.com>

CliffyB's This Map Owns: <http://www.planetunreal.com/cliffyb/>

ModCentral: <http://www.planetunreal.com/modcentral/>

Unreal Universe: <http://www.unrealuniverse.com>

Unreal Central: <http://www.unrealcentral.com>

Epic Games: <http://www.epicgames.com>

GT Interactive: <http://www.gtinteractive.com>

Stratos Group (Authors of this guide): <http://www.stratosgroup.com>